


TAKE YOUR GAME FURTHER  BRADYGAMES®

KONAMI



The cover art features a central character, a man with long silver hair and a white and black cybernetic suit, holding a large sword. He is surrounded by a chaotic background of fire, explosions, and various enemies, including a large red armored figure and several insect-like creatures. A blue energy trail swirls around the central character. The title 'NANOBREAKER' is prominently displayed in a stylized, metallic font, with 'OFFICIAL STRATEGY GUIDE' written below it in a similar but smaller font.

NANOBREAKER

OFFICIAL STRATEGY GUIDE

This guide
is based
on a mature
rated game:



COVERS PLAYSTATION® 2 COMPUTER ENTERTAINMENT SYSTEM

BY TIM BOGENN

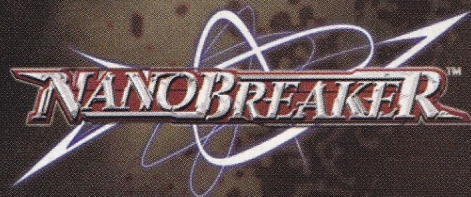


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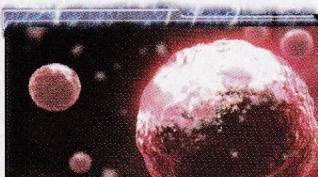
PROLOGUE

YEAR 2001

On Nanotechnology Island the main computer regulating all the island's nanomachines went out of control and every nanomachine on the island failed. The "ID Nanos" embedded in the inhabitants of the island malfunctioned and gave birth to the Orgamechs (living mechanical organisms whose bodies are comprised entirely of microscopic machines).



Their self-replicating ability made for a quick takeover; the parasitic machines using the iron found in human blood to spawn. Shutting down the main computer will halt all nanomachine activity.



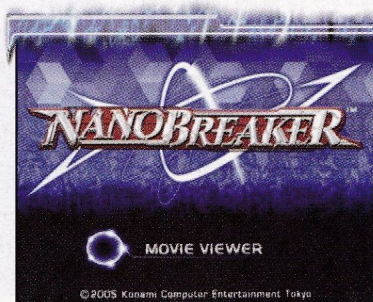
General Raymond calls the cyborg militant Jake back into duty to assist and protect Michelle Baker while she attempts to shut down Nanotechnology Island's main computer. If successful, the infestation of Orgamechs taking over the island can be stopped before they totally consume it and spread their terror over the entire planet.

THE CONTROLLER

| BUTTON | ACTION | COMMENTS |
|----------------|------------------------------|---|
| □ | Horizontal Attack | Use with Shift for Thrust Attacks |
| △ | Vertical Attacks | Use with Shift for Juggle Attacks |
| ○ | Capture/Open doors | Plasma Blade acts as a lasso |
| × | Jump | Use with Shift for emergency evasion |
| ×, □ + □ | Jumping ground attack | |
| ×, □ + △ | Jumping ground attack | |
| □ + ○ | Activate Booster | Must have collected a Booster to use |
| □ | Shift & Guard | Guards if no other button is pressed to activate a certain Shift command |
| | Snap camera behind player | |
| □ | Switches to the next Booster | When there is more than one Booster |
| □ | Switches to previous Booster | When there is more than one Booster |
| SELECT | Toggle on-screen map | Press once to turn on (map is in fixed position), press again for moving map, press third time to turn map off. |
| START | Pause Menu | Info, Map, Combo, Boosters, and Options |
| SELECT + START | Quit | Press during gameplay to quit to main menu without saving. |

MOVIE VIEWER

Movie Viewer is an option available from the start menu. There are 20 unlockable movies and each of them is unlocked when you reach a movie sequence in the game. To view the movie you must locate and use the nearest save point and return to the start menu, or continue playing and check out the movies the next time you restart the game. To unlock all 20 movies you must complete the game once as Jake.

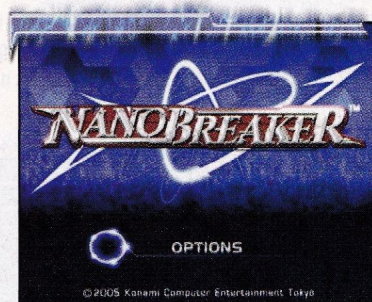


Use the L1 and R1 buttons to move through the five movie menu screens. Use the Left Analog Stick to select one of the four movies on any of the five menus. Press X to view the movie and the Triangle button to back out to the start menu. Once the movie is playing you can return to the Movie Viewer at anytime by pressing the START button.

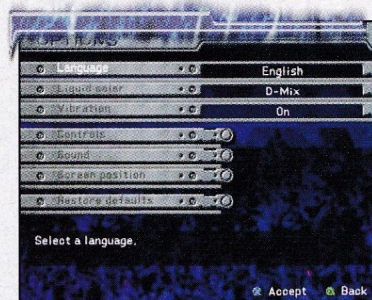


OPTIONS

Options are available from the start menu, or from the pause menu by pressing START during gameplay. In the options menu you can set the language of all the text (not dialog) in the game to Spanish, or back to English. When you choose any options you are prompted to save the change as you back out of the Options Menu.



You can also choose between many different liquid (blood) colors and color combinations. Sick of the standard red liquid? Change it to "Mix!" It's a rainbow of colors. Other options include: controller vibration on and off, viewing and changing button controls, sound, screen position, and restoring all controls to their default assignments.



PAUSE MENU

The pause menu is only reached by pressing the START button during gameplay. The following mini-menus are available on the Pause Menu screen: Info, Map, Combo, Boosters and Options.

INFO

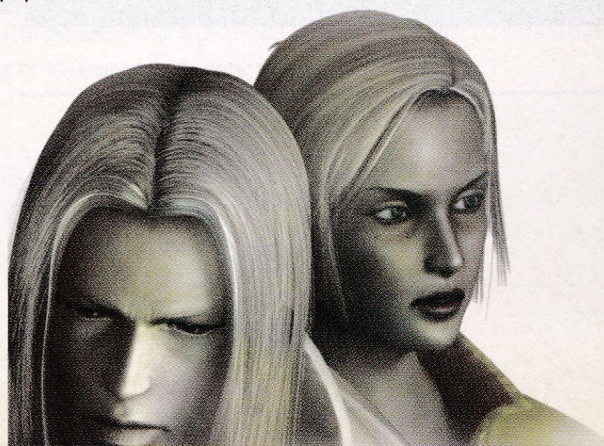
The Info menu is chockfull of statistic records of things that can be achieved during gameplay. They are as follows: Life gauge, Booster gauge, Total gallons, Gallons for next bonus, Saves, Continues, Play time, Enemies defeated, Enemies sliced: Vertical, Enemies sliced: Horizontal, Enemies Smashed, Capture-counters and Laser Reflects.

CAPTURE-COUNTERS

Capture-counter is the act of capturing and slicing an enemy in half all in one glorious move: ○, △ (vertical) or ○, □ (horizontal). The timing at which you press the attack button depends on how far away the enemy is. Usually you should press the attack button as soon as you release the ○ button.

LASER REFLECTS

This stat tracks how many green lasers you reflect back to the enemy using your shield (R1).



MAP

The pause menu map shows how each section of the island fits into the larger island map. Scroll down to any section label of the island using the Left Control Stick (or Directional Pad) and the island map to the right highlights where on the island this section is located. The island map always displays a red flashing icon to show where your current objective is met.



Press the X button while selecting a section of the island to view a close up of only that section. This option is only available if you have reached that section of the island. The close up view shows nothing more than yellow access doorways and a distant red flashing icon to show where your next objective is met.

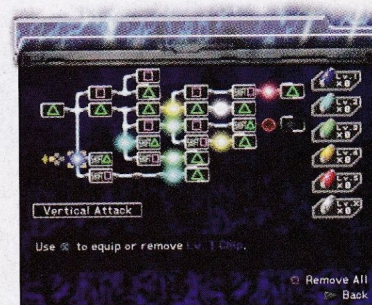


COMBO

The Combo menu is a little more complicated than the other menus and it also gets much more use during the game. The Combo screen displays Vertical Attack, Horizontal Attack, Thrust, and Juggle. To the right of these moves is a graph that illustrates all six of the combo chips, their colors, what level they represent, and how many of each kind you have collected and not set in an empty combo chip slot. It does not display how many combo chips you have collected unless you remove all the chips from their slots.



Use the Left Control Stick (or Directional Pad) to scroll through the four move categories. Tilt right on the Left Control Stick or left on the D-pad to enter the selected Combo Move's chip slot menu. In the chip slot menu you can continue to navigate using the D-pad or Left Control Stick. The cursor moves to Chip Slots and weapon transformation boxes.



Select a Chip Slot and use the X button to add or remove a chip (when you obtain one). When a chip is added to a chip slot the move in that chain is unlocked up to that point where the chip is located. If there is an empty chip slot before the chip that is placed, then the move can only be preformed up to the point before the empty chip slot. You can remove all chips at one time by pressing the O button. You will receive a confirmation window to make sure that is what you really want to do.



When you select a weapon transformation box an animated character displays the motions of the selected move on the bottom of the screen. Below the animation is the name of the move and below that is a window that displays special information about that move (if any). For example: Vertical Attack Transform Weapon/Hammer Lv.4 says, "Effect: Stuns enemies



close to you, and can smash multiple enemies to pieces." Below the special window is the button combination used to perform the move. The buttons in a move can be also be seen if you follow the chain in the graph above, but when it's spelled out all close to each other its much easier to see.

BOOSTERS

The Boosters menu can be used to select the Booster you need during gameplay and also to view available Boosters with a short description of what they can do. This menu also displays the level at which each Booster has reached (except for Fauchard Rampage, which has no levels).

The level meter is displayed under the Booster icon window on the right side of the screen. There are two numbers to the right of the meter. The first number represents how many times you have activated this particular Booster. The second number displays how many times you must activate it in order to reach the next level. With higher levels come more perks.



BOOSTER CHART

| BOOSTER NAME | LV. EFFECT | ATTACK POWER | CONTINUE TIME | EFFECT | DESCRIPTION |
|--------------------|---|--------------|--------------------------------|--------------------------------|---|
| Plasma Storm | Lv. 1 Area: Small (Radius 4m) | 150 | 100 | | Knocks away enemies in the area |
| | Lv. 2 Area: Medium (Radius 8m) | 100 | 100 x 2 | | |
| | Lv. 3 Area: Large (Radius 12m) | 150 | 100 x 3 | | |
| Speed Up | Lv. 1 Attack and Move Speed x 1.25. Power 10% Up | NA | 30sec | 80 | Attack Speed and Power and Move Speed become faster and can cause more damage in a sort amount of time. |
| | Lv. 2 Attack Speed x 1.50. Move Speed x 1.25. Power 20% Up | NA | 30sec | 80 x 2 | |
| | Lv. 3 Attack Speed x 1.75. Move Speed x 1.25. Power 30% Up | NA | 30sec | 80 x 3 | |
| Status Boost | Lv. 1 Combo not interrupted when attacked Damage reduced by 1 | NA | 30sec | 50 | Combo not interrupted when attacked. As level increases, less damage is taken. |
| | Lv. 2 Combo not interrupted when attacked Damage reduced by 2 | NA | 30sec | 80 x 2 | |
| | Lv. 3 Combo not interrupted when attacked Damage reduced by 5 | NA | 30sec | 80 x 3 | |
| Plasma Orbs | Lv. 1 Balls = 2 | 4 | Until each ball hits 12 times. | 50 | Orbs of light created within player's area and then damage enemies. Number and orbit varies by level |
| | Lv. 2 Balls = 4 | 4 | 50 x 2 | Until each ball hits 12 times. | |
| | Lv. 3 Balls = 9 | 4 | 50 x 3 | Until each ball hits 12 times. | |
| Auto-Laser Reflect | Lv. 1 Reflect 4 Beams | 25/1 Beam | 30sec | 60 | When guarding, you can reflect enemies' green lasers back upon them. |
| | Lv. 2 Reflect 8 Beams | 25/1 Beam | 30sec | 60 x 2 | |
| | Lv. 3 Reflect 16 Beams | 25/1 Beam | 30sec | 60 x 3 | |
| Capture Critical | Lv. 1 Success Chance up. Captured enemy cut in half | 30 | 30sec | 80 | One slice capture counter critical hit becomes easier to perform. |
| | Lv. 2 Success Chance up. Enemies cut in half | 30 | 30sec | 80 x 2 | |
| | Lv. 3 Success Chance up. You can cut in half enemies surrounding you in 5m perimeter | 30 | 30sec | 80 x 3 | |
| Fauchard Rampage | No leveling up. Continue time increases to the amount remaining in the booster gauge | NA | Amount remaining on gauge | | After performed, you become invulnerable and automatically attack with Fauchard. |
| Laser Shower | No leveling up. Continue time increases to the amount remaining in the booster gauge | 120 | Amount remaining on gauge | 2/1 shot | Fires a laser which damages all enemies in area of effect. |
| Gatling Gun | No leveling up. Continue time increases to the amount remaining in the booster gauge. | 4.5 | Amount remaining on gauge | 0.5/1 shot | Fires at enemy with Gatling Gun held in left hand. |

STAND STILL WOULD YA!

NO BOOSTER CAN BE ACTIVATED UNTIL YOU STAND COMPLETELY STILL. YOU CANNOT RUN AND ACTIVATE A BOOSTER AT THE SAME TIME! TO ACTIVATE A BOOSTER YOU MUST FIRST HAVE ENOUGH ENERGY TO ACTIVATE THAT BOOSTER AND THEN PRESS **△ + ○**.



Each Booster has unique ways in which it becomes better with higher levels. What they all have in common is with each new level reached, less Booster energy is needed to activate it. For example, if your full Booster gauge only allowed for two Plasma Orbs when it reaches level 2 you'll be able to use Plasma Orbs four times with a full gauge. (The Booster energy in the Booster gauge is divided up into sections. When a section of the gauge is filled, that Booster can be activated. Each one has different size sections depending on what level they have reached).

BOOSTER LEVELS

All Boosters reach level 2 at 20 uses and level 3 at 50 uses. In other words, all Boosters reach the next level at the same amount of uses. Boosters do not grow beyond level 3.

JAKE'S BOOSTERS

The following are details on all the Boosters available to Jake Warren:

PLASMA STORM

Location: West Street, Area 1: East end of West Street in a parking lot.

Details

When you activate this Booster, Jake automatically and immediately slams the ground where he stands. Plasma Storm affects a wide area around Jake and any enemy in the blast area receives heavy damage. The higher the level the larger the effected area, the more damage inflicted, and less Booster energy is needed for each use.



PLASMA ORBS

Location: Nanomachine Creation Lab, Area 1: Anteroom.

Details

Plasma Orbs grow stronger as they reach new levels. This Booster creates orbs that orbit around you while damaging enemies the orbs hit. It's great for battling bosses and large groups of enemies that surround you. With new levels come more orbiting balls (2, 4, 9). The strength of the attack grows as a result of the added energy balls.

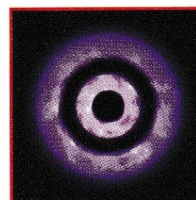


AUTO-LASER REFLECT

Location: Port Facility, starting position near save crystal.

Details

This Booster allows you to reflect green lasers from your raised shield without the need of special shield-raising techniques. While the Booster is active, simply raise the shield at any time (before or after the green laser has been fired) and the attack is reflected back to its creator. Higher levels mean less Booster energy for each usage and the shield splits up the laser into more particles: Level 1 divides 1 laser into 4 parts, Level 2 divides into 8, and Level 3 divides one laser into 16 lasers.



CAPTURE CRITICAL

Location: Downtown, Area 2: Tunnel.

Details

Capture Critical allows you to achieve easier critical hits during Capture-counters. The timing that is so particular between the capture and the critical hit is all but nullified while this Booster is active. The higher the level the easier the critical move becomes after the capture.



SPEED UP

Location: Sewer, Area 10, defeat enemies in Battle Arena

Details

Speed Up is a Booster that allows you to temporarily attack faster, which allows you to inflict massive damage in a shorter period of time. The higher the level, the faster you can attack and the less Booster energy it needs to be activated. With each level reached (1 to 3) your speed is increased by 10%.

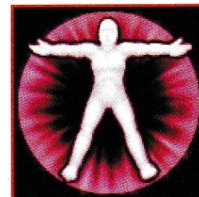


STATUS BOOST

Location: East Street, Area 4: In dead-end short alley just off the Square.

Details

Status Boost allows you to perform uninterrupted combos even when hit during the combo. And that's not all. As the Booster's level increases the damage you take while the Booster is activated decreases. Level 1 brings 10% more damage power, Level 2 brings 25%, and Level 3 gives you 50% more damage power.

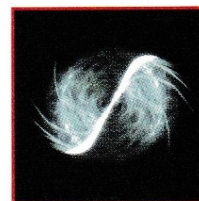


FAUCHARD RAMPAGE

Location: Nanomachine Creation Lab, Area 16 after boss battle.

Details

When this Booster is activated your plasma sword is transformed into a large Fauchard, which automatically whips, turns, and spins around your body. The effect is short, but is extremely damaging to surrounding enemies within range of the blades. This weapon does not increase levels with usage.



KEITH'S BOOSTERS

The following are details on Keith's two Boosters. That's it. He's tough as nails; he doesn't need any more than that.

LASER SHOWER

Location: Keith does not need to look for Boosters.

Details

When Keith activates this Booster he can launch lasers into the air, which shower enemies with damage over a large area. This Booster takes very little energy. The longer $\square + \bullet$ is held the more missiles that are fired and the more energy drained from the Booster gauge. The dropping missiles do not harm Keith. It's a wonderfully devastating attack.

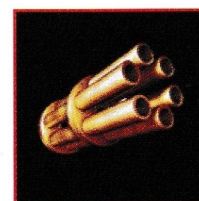


GATLING GUN

Location: Keith does not need to look for Boosters.

Details

With this Booster activated Keith shoots enemies with the Gatling gun built into his left arm. The energy usage is similar to the Laser Shower: the longer the Booster is held $\square + \bullet$ the more bullets that are fired. The longer you hold the attack the more energy is drained from the gauge. The attack stops when no Booster energy is remaining in the gauge. It also has an auto-aiming feature. It will automatically aim at the closest enemy you are facing. When that enemy dies it will aim at the next closest enemy. You can target enemies manually simply by tilting the Left Analog Stick in the direction of the desired enemy.



OIL COLLECTION

Besides ridding the island of Orgamechs the most important objective of the game is to collect oil. Oil is the slimy colored liquid that oozes from the Orgamechs when attacked (the color of the oil is optional). Oil appears on the battleground as floating red diamonds, or large red circles. If you are standing near the enemy when it is destroyed the oil is collected immediately. The plasma blade that Jake has acts like a magnet and draws the oil to it. It will fade after a moment of being freed from its donor, so be sure to go after it if it is not already being pulled to the plasma blade.



BOOSTER LEVELS

All Boosters reach level 2 at 20 uses and level 3 at 50 uses. In other words, all Boosters reach the next level at the same amount of uses. Boosters do not grow beyond level 3.

Collected Oil transforms directly into Booster energy for your Booster gauge. The oil collection total appears on the bottom right corner of the screen during gameplay. Each drop of oil collected is also tallied on the Info page in the Pause Menu. The oil is measured in gallons and when certain milestone amounts have been reached a bonus is awarded. See the following chart for details.



OIL COLLECTION BONUS CHART

The following chart is a partial chart of the bonuses awarded from oil collection. Once you recognize the pattern in milestone amounts of oil collected you can understand when the bonuses are awarded without looking at the chart.

OIL COLLECTION BONUS CHART

| OIL COLLECTED (GALLONS) | BONUS AWARDED |
|-------------------------|---|
| 2000.00 | Life Recovery 30 |
| 4000.00 | Booster Recovery 20 |
| 6000.00 | Life Recovery 30 |
| 8000.00 | Booster Recovery 20 |
| 10000.00 | Life Recovery 30 + Life Gauge Max + 5 |
| 12000.00 | Booster Recovery 20 |
| 14000.00 | Life Recovery 30 |
| 16000.00 | Booster Recovery 20 |
| 18000.00 | Life Recovery 30 |
| 20000.00 | Booster 20 Recovery + Booster Gauge Max + 5 |
| Etc., | Etc., |

As you can see from the chart above, a bonus is awarded for every 2000 gal of oil collected. There are four different types of bonuses and two of these are the big bonuses (Life and Booster Gauge Max +). These bonuses occur one after the other for every 10,000 gal of oil collected. The smaller bonuses take turns occurring every 2000 gal collected. There are also Gauge Max Ups available from boss battles and item acquisition so the bonuses are more common than shown in the above chart. When the Life and Booster energy gauges reach their maximum size only health and booster energy power-ups are awarded at the 2000 oil collection intervals.

BONUSES EXPLAINED

LIFE +

When you receive a "Life +" bonus a little bit of health is added to your Life Gauge.

BOOSTER +

When you receive a "Booster +" bonus a little bit of Booster energy is added to your Booster Gauge.

LIFE GAUGE MAX +

When you receive a "Life Gauge Max +" bonus the length of your Life Gauge increases meaning its maximum capacity has grown.

BOOSTER GAUGE MAX +

When you receive a "Booster Gauge Max +" bonus the length of your Booster Gauge increases meaning its maximum capacity has grown.

THE COMBO GUIDE

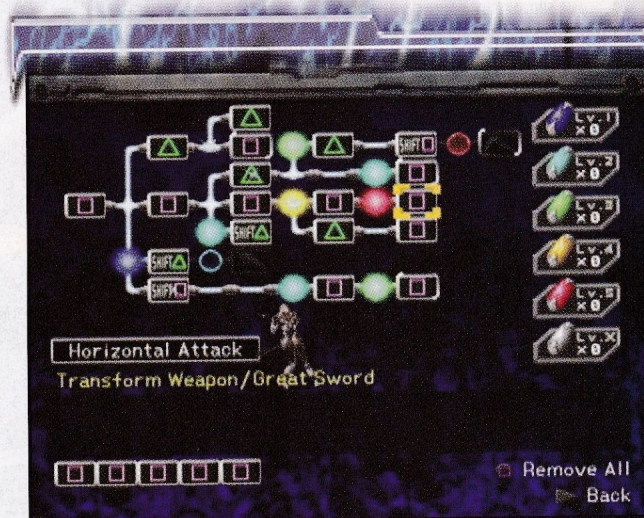
COMBO CHIPS

In Nanobreaker, combos must be constructed. Throughout your adventure you will come across little glowing cubes that contain Combo Chips. When you destroy the cube you obtain the Combo Chip inside. To use the Combo Chip you must pause the game and scroll to the Combo menu. Enter one of the four attack menus and place the chip in an appropriate slot.

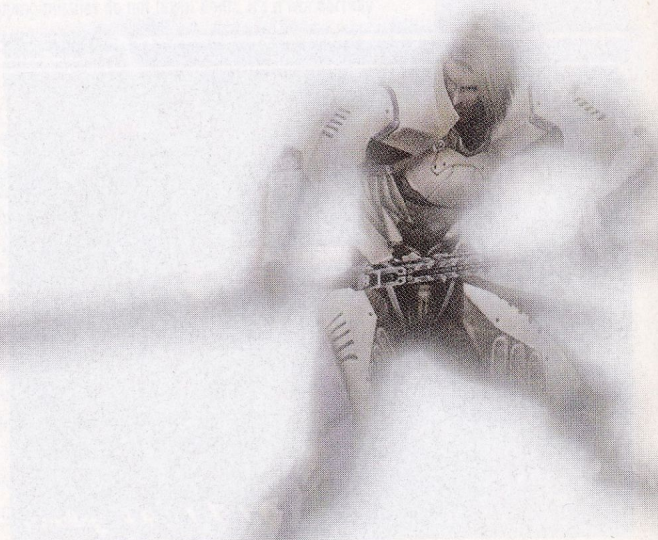
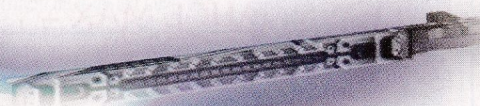
There are six different types of Combo Chips: Level 1 through Level 5 Combo Chips and a Combo Chip Ultra. Each Combo Chip level has its distinctive color:

COMBO CHIPS, COLORS, AND TOTALS

| LEVEL | COLOR | TOTAL | NUMBER OF COMBO CHIP SLOTS |
|---------|-----------|-------|------------------------------|
| Level 1 | Blue | 4 | 5 |
| Level 2 | Turquoise | 6 | 7 |
| Level 3 | Green | 5 | 6 |
| Level 4 | Gold | 3 | 4 |
| Level 5 | Red | 4 | 7 |
| Ultra | Silver | 1 | NA (this chip fits any slot) |



Even when you complete the game there are still not enough Combo Chips to fill all the combo slots. Looking at the list above you can see that you will have to move chips around to get desired combos. You cannot have all the combos available at the same time.



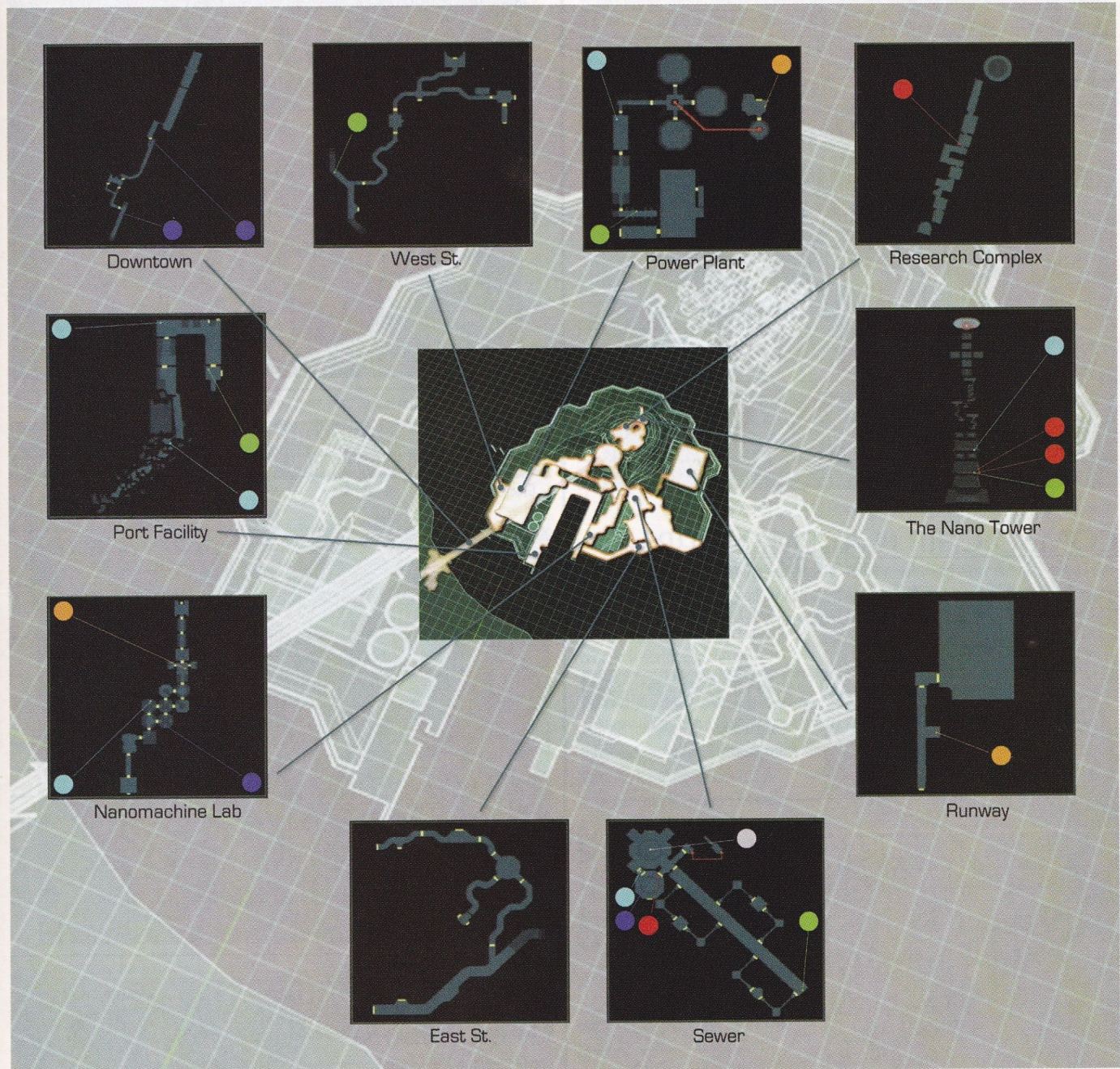


COMBO CHIP LOCATOR MAP

This map illustrates the locations of all the combo chips throughout the island. Small colored circles indicate the chips location (follow the connecting line to the map). You can find more information on each chips location and how to obtain it by following the walkthrough in this guide. The walkthrough also has maps showing a closer view of the map and where the chips are located. The colored circles on the Chip Locator Map represent the chips' level.

GAME
BASICS

CHARACTERS



COMBO CHIP LOCATION

| | |
|-------------------|---|
| Combo Chip (Lv.1) | Downtown, during first boss battle |
| Combo Chip (Lv.1) | Downtown, Area 4, Subway |
| Combo Chip (Lv.2) | Port Facility, Tall spire in bridge ruins |
| Combo Chip (Lv.2) | Port Facility, Just inside the docks from |
| Combo Chip (Lv.3) | Port Facility, On the pier after boss battle |
| Combo Chip (Lv.3) | Sewer, Beginning of the sewer |
| Combo Chip (Lv.1) | Sewer, Raised walkway top of chasm (area 12) |
| Combo Chip (Lv.3) | West St., Shoreline road, southernmost area of West St. at a dead end |
| Combo Chip (Lv.3) | Power Plant, Area 3: Crusher catwalk |
| Combo Chip (Lv.2) | Power Plant, Area 5: Compactor (lower level) |
| Combo Chip (Lv.4) | Power Plant, Area 12: Plant Exterior |
| Combo Chip (Lv.2) | Sewer (second time), Talk to the hermit in the Sewer Control Room (Area 11) |
| Combo Chip Ultra | Sewer (second time), Defeat the enemies in the bonus Battle Arena sewer fight (Area 10) |
| Combo Chip (Lv.4) | Nanomachine Lab, Area 5: FCT-02 |
| Combo Chip (Lv.2) | Nanomachine Lab, Area 10: Toxic Junction |
| Combo Chip (Lv.1) | Nanomachine Lab, Area 12: Toxic Junction |
| Combo Chip (Lv.4) | Runway, Lift landing |
| Combo Chip (Lv.5) | Sewer, Area 12: Chasm |
| Combo Chip (Lv.5) | Research Lab, Rooftop 7 |
| Combo Chip (Lv.5) | Nano Tower, Area 3: Tier 2 |
| Combo Chip (Lv.3) | Nano Tower, Area 3: Tier 2 |
| Combo Chip (Lv.5) | Nano Tower, Area 3: Tier 2 (section 2) |
| Combo Chip (Lv.2) | Area 6: Tier 3 |

COMBO CHIP PLACEMENT TIPS

This Combo Chip chart lists the order in which Combo Chips are collected throughout the game. The order that they are collected has a lot to do with how you can place them and what moves can be made available to you. The following is a complete combo moves list:

CUSTOM CONTROLS

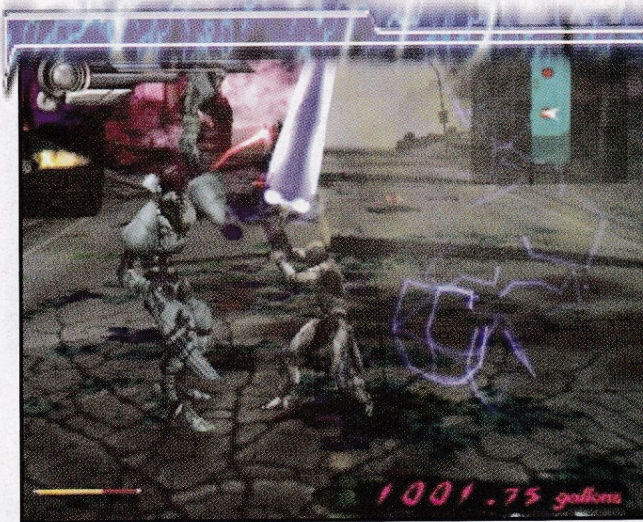
The button combos listed below are based on the default control setup. All the R1 button callouts below refer to the Shift command. If you moved *Shift* to a new button then replace the R1 in the combos below with whatever button you reassigned *Shift* to.

VERTICAL ATTACKS

| TRANSFORMATION | COMBINATION | EFFECT | COMBO |
|-----------------|-------------------------|---|-------------|
| Great Sword (1) | △, □, ○ | NA | None |
| Great Sword (2) | △, □, △ | Stuns enemies | None |
| Hammer Level 4 | △, △, △, △, □, △ + □, △ | Stuns enemies close to you and can smash multiple enemies | Lv.4 & Lv.5 |
| Great Sword (3) | △, △, △, △, △ | NA | Lv.4 & Lv.5 |
| Hammer Level 3 | △, □, □, △ + △, △ | Knocks down enemies close to you and can smash multiple enemies | Lv.3 & Lv.5 |
| Great Sword (4) | △, △, △ + △ | NA | Lv.2 |
| Axe Level 3 | △, △, □, △ + □, △ | Multiple enemies can be sliced in half. | Lv.3 & Lv.4 |
| Great Sword (5) | △, △ + △ | NA | Lv.1 |
| Axe Level 2 | △, △, △ + □, △ | A single enemy can be sliced in half | Lv.2 & Lv.3 |
| Hammer Level 2 | △, △ + □, △ | Knocks down enemies close to you | Lv.1 & Lv.2 |

VERTICAL FAVORITES

Good Vertical Attacks are: Hammer Lv.4 (great for boss battles), Great Sword #3 (for it's ease of use), and Great Sword #2 (there are so many advantages to stunning the enemy).

**HORIZONTAL ATTACKS**

| TRANSFORMATION | COMBINATION | EFFECT | COMBO CHIPS NEEDED |
|-----------------|---------------------------|---|--------------------|
| Great Sword (1) | □, △, △ NA | NA None | None |
| Great Sword (2) | □, △, □ | Knocks back enemies close to you | None |
| Scythe Level 4 | □, □, △, △, △ △ + □, □ | Multiple enemies can be sliced in half | Lv.3 & Lv.5 |
| Scythe Level 2 | □, □, △, □ | Multiple enemies can be sliced in half when your Limiter is removed (wings extended). | Lv.2 |
| Great Sword (3) | □, □, □, □, □ | NA | Lv.4 & Lv.5 |
| Great Sword (5) | △, △, △ + △ | NA | Lv.2 |
| Great Sword (6) | □, □, □, △, □ | NA | Lv.4 |
| Great Sword (7) | □, △ + △, △ | NA | Lv.1 & Lv.2 |
| Scythe Level 3 | □, △ + □, □, □ | A single enemy can be sliced in half | Lv.1, Lv.2 & Lv.3 |

HORIZONTAL FAVORITES

Good Horizontal Attacks to use are: Great Sword #3 (for its ease of use and effectiveness), Scythe Level 2 (easy to perform and really clears the area quickly), and Scythe Level 3.



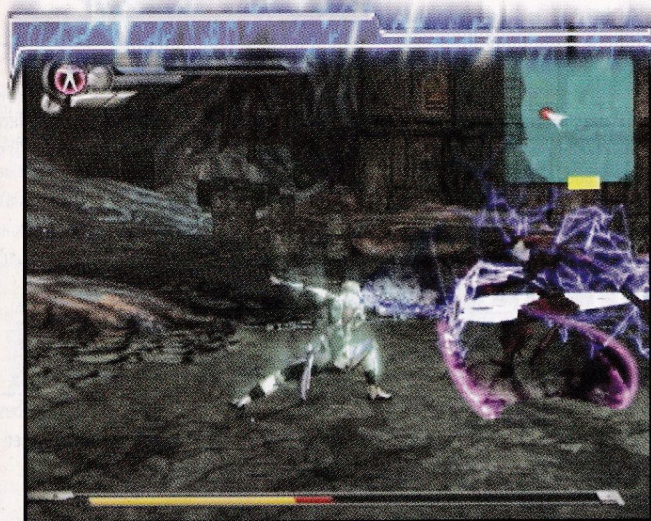


THRUST ATTACKS

| TRANSFORMATION | COMBINATION | EFFECT | COMBO CHIP(S) NEEDED |
|----------------|---------------------------------|--|----------------------|
| Axe Level 1 | ⓧ + Ⓞ, △ | A single enemy can be sliced in half when your limiter is removed (wings extended) | Lv.1 |
| Spear Level 1 | ⓧ + Ⓞ, ⓧ + Ⓞ, ⓧ + Ⓞ | Knocks back a single enemy | Lv.2 |
| Spear Level 4 | ⓧ + Ⓞ, ⓧ + Ⓞ, Ⓞ, △, △, Ⓞ, ⓧ + Ⓞ | Kills multiple enemies instantly with a gigantic spear attack. | Lv.2, Lv.3 & Lv.5 |
| Spear Level 2 | ⓧ + Ⓞ, ⓧ + Ⓞ, Ⓞ, ⓧ + Ⓞ | Knocks back multiple enemies. | Lv.2 & Lv.3 |
| Spear Level 3 | ⓧ + Ⓞ, ⓧ + Ⓞ, Ⓞ, Ⓞ, △, △, ⓧ + Ⓞ | Inflicts heavy damage with a series of Thrusts. | Lv.2, Lv.3 & Lv.4 |
| Scythe Level 1 | ⓧ + Ⓞ, Ⓞ | A single enemy can be sliced in half when your Limiter is removed. | Lv.1 |

THRUST FAVORITES

The best Thrust Attacks are: Spear Level 1 (you may want to use this whenever you meet up with Keith... and pretty much any other tough Orgamech), Spear Level 4 (this lengthy and damaging attack is great to use on slow enemies, such as the computer head boss). Spear Level 3 (the amount of damage that is inflicted with the last succession of thrusts is priceless).

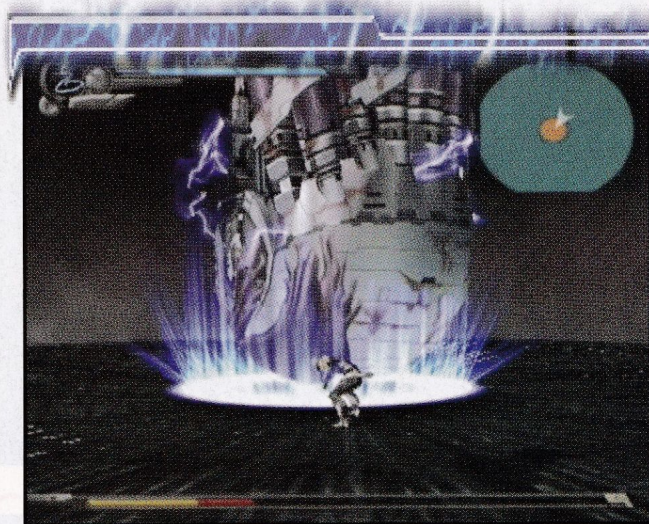


JUGGLE ATTACKS

| TRANSFORMATION | COMBINATION | EFFECT | COMBO CHIP(S) NEEDED |
|----------------|--------------|---|----------------------|
| Great Sword | ⓧ + △, ⓧ + △ | NA | None |
| Hammer Level 1 | ⓧ + △, △ | Multiple enemies can be smashed to pieces when your Limiter is removed. | Lv.1 |
| Boomerang | ⓧ + △, Ⓞ | Damages enemies over a wide area. | Lv.5 |

JUGGLE FAVORITES

There are only three Juggle moves and they are all worthy. The quickest and easiest one to smash someone with (and add them to your "Enemies Smashed" category) is to whip out the Hammer Level 1 Juggle move. Juggle's Great Sword move is basic, but it is also a great way to get underneath enemies with a strong defense. This move kicks the enemies up into the air. When they come down they don't land on their feet. Finally, Boomerang is the best way to rid the area of small pests.



CAPTURE-COUNTER

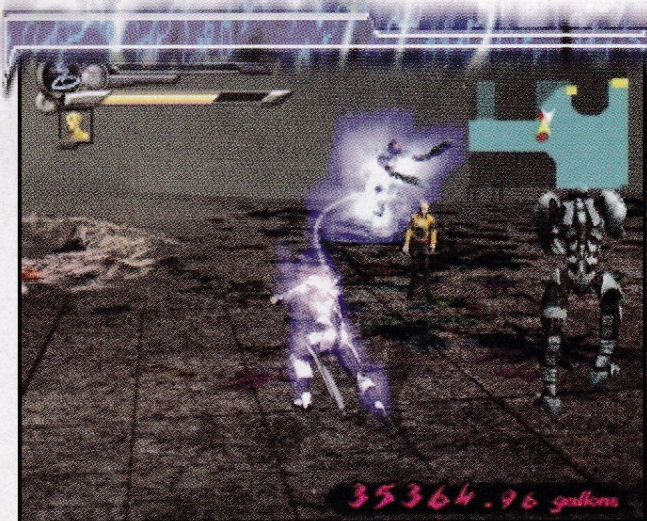
There's no one move more important and more deadly than **Capture-counter**. When Capture-counter is performed correctly Jake points the plasma blade at the intended victim, pulls them in with his capture **lasso** and slices the enemy in half (horizontally or vertically). Not all enemies allow you to perform this move on them, but most fall victim to it. Large enemies are usually the ones that are immune to this move, as are enemies that require more than a basic Vertical or Horizontal attack to cause them damage.



GAME
FANS

CHARACTERS

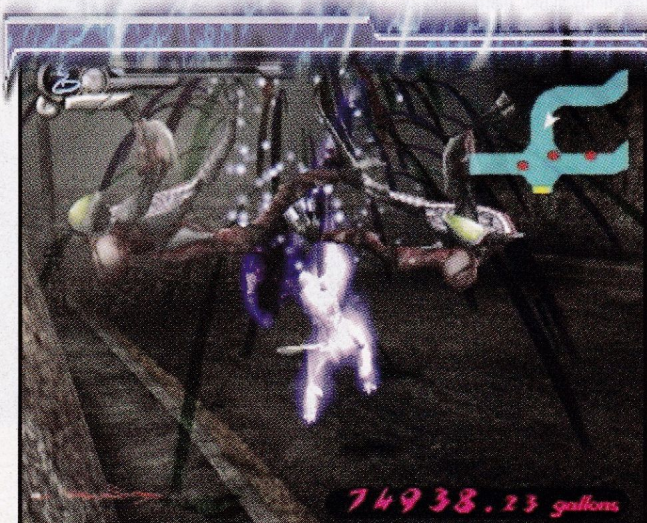
But for all others, this move is a one-hit-kill maneuver. To perform this move, press **○** to capture and immediately press **△** or **□** to cut the enemy in half as it is quickly drawn to you. It's a practiced skill and is difficult to perform flawlessly every time you try. What makes it so difficult is the timing that you must use between the capture and the attack. The enemies distance from you when you capture them is what determines the amount of delay you use between the capture and the attack.



EVADE & CAPTURE

If you press the Capture Button while doing an emergency evade, you can make a quick capture immediately after evading.

A Capture-counter is performed by pressing the attack button immediately after pressing the capture button—for enemies that are one to three yards away. For enemies at a greater distance you must pause after pressing the capture button before you attack. A good tip for slicing enemies from a distance is to swing the plasma blade as soon as the enemy is pulled into the one to three yards zone.



You may find that Capture-counter is easier to perform when you use a Horizontal Attack as opposed to a Vertical one. This may be, but Horizontal Attacks often leave your victim alive as a crawling torso that can still harm you. Try your best to perfect the Capture-counter Vertical Attack to be done with your victim with one hit.



BLOW AWAY & CAPTURE

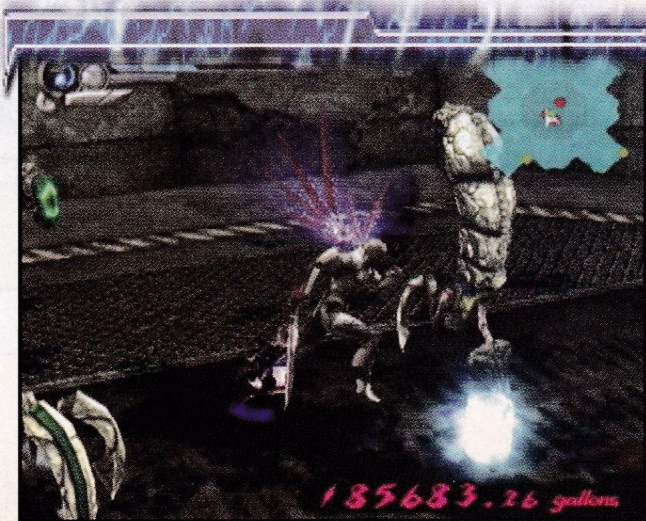
Go directly from horizontal to vertical to a horizontal weapon transformation (Great Sword) and then Capture (pressing the capture button after the Great Sword command), you can capture the enemy while they are in mid-air—just after being blown away.

The difference in the ease of Horizontal and Vertical Capture-counter often feels similar to the difference of using the Capture Critical Booster and when you are not. Capture Critical all but does away with the difficult button timing between the capture and the attack. It's a great Booster to use when you want to get rid of a crowd quickly.

ITEMS

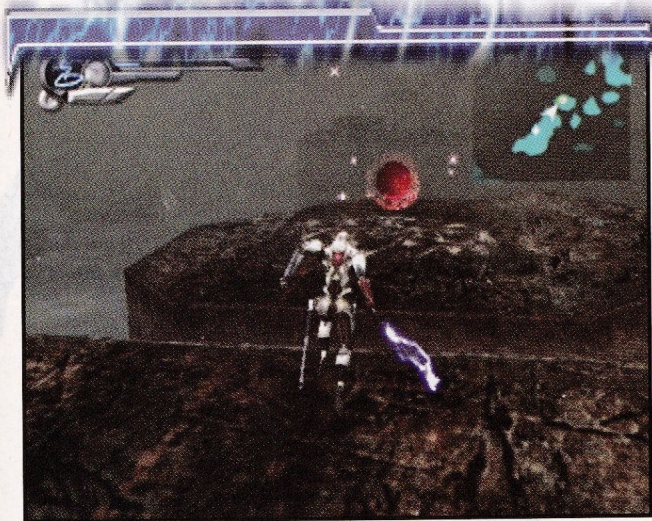
HEALTH POWER-UP

Health power-ups are small white, glowing cans. These can be found inside glowing cubes, sitting out in the open, or can be received after defeating enemies. Health is also earned by collecting certain amounts of oil (see the Oil Collection Bonus chart).



BOOSTER ENERGY

While on your journey eradicating Orgamechs from the misfit island be on the lookout for large glowing red spheres. These are Full Booster Power-ups. Another source of Booster energy comes from Orgamechs. The oil that is spilled during battles is converted into small amounts of Booster energy. And don't forget about the oil collection bonuses; Booster energy is awarded when certain amounts of oil is collected (see the Oil Collection Bonus chart).



OIL

Oil is another name for Orgamech blood. Oil looks like little red glowing circles and diamonds. This oil is drawn into the plasma blade. You usually do not need to run around collecting oil, as the blade does a great job cleaning up on its own. However, if you run from a killing you may need to return for leftover oil the blade could not pick up quickly enough. You must be quick; oil doesn't stick around for long. See the Oil Collection Bonus chart for awards through oil collection.



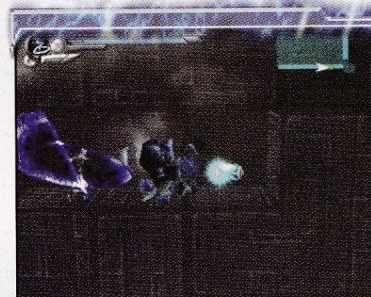
GLOWING CUBES

Glowing cubes contain Boosters, Health Power-ups, Health Gauge +, Booster Gauge + and Combo Chips. Smash them open to obtain these treats.



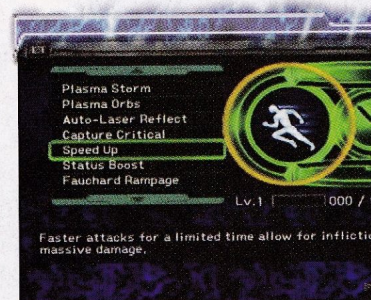
COMBO CHIPS

Combo Chips are usually found inside Glowing Cubes, but not always. When a Combo Chip is out of the box they appear as they do in your Combo Menu (the list to the right of the Attack types). Combo Chips come in five different colors (see "Combo Chip" on a previous page in this chapter). The Combo Chip Ultra is a rare Combo Chip that can fill any empty combo chip slot.



BOOSTERS

Boosters are attack enhancements found inside glowing cubes. Smash the cube open to obtain the Booster. For more information on Boosters, Booster levels, and Booster Energy, see "Boosters" in a previous section in this chapter.



GAME
BASICS

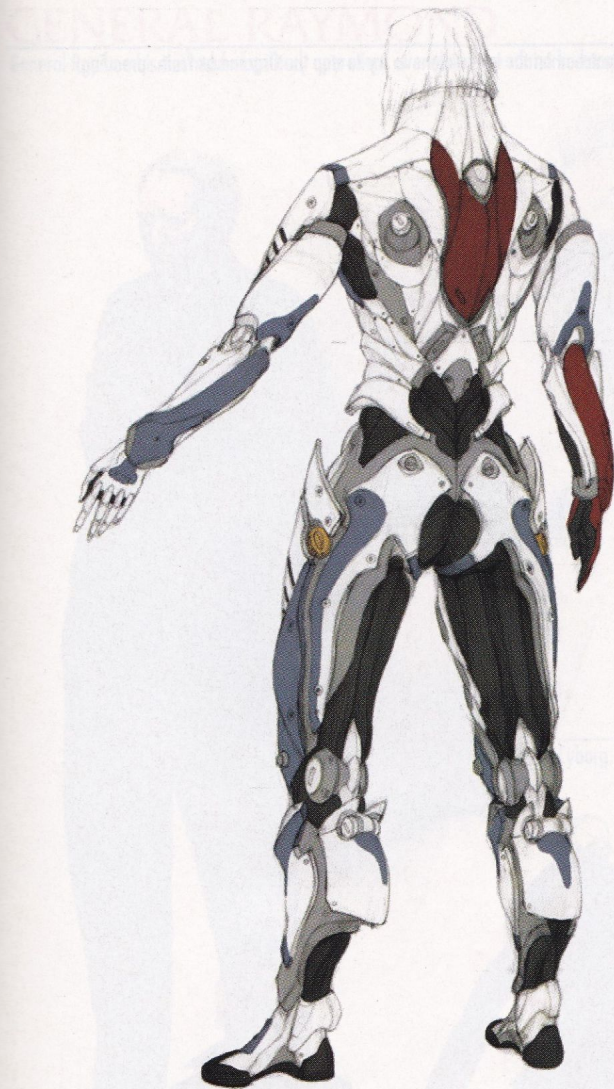
CHARACTERS

CHARACTERS

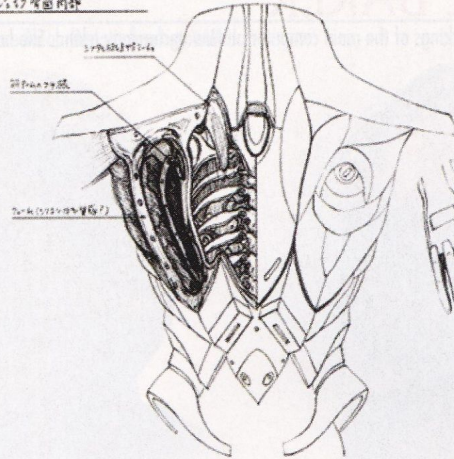
JAKE WARREN

Jake Warren is a Cyborg Militant who has just been pulled from a seven-year cold sleep. Jake was sent to confinement by General Raymond to save him from execution because he had slaughtered tens of thousands in a war—including innocent civilians. Just before being placed back into action, the general bestows Jake the Plasma Blade—a new type of weapon that destroys anything down to the molecular level. Jake's assignment is to assist in shutting down the main computer on Nanotechnology Island and to protect scientist Michelle Baker at all costs.





バック面内部



肋骨の位置

肋骨の位置



GAME
BASICS

CHARACTERS

腹部の
メカニカル
部分の
構造

腹部の
メカニカル
部分の
構造

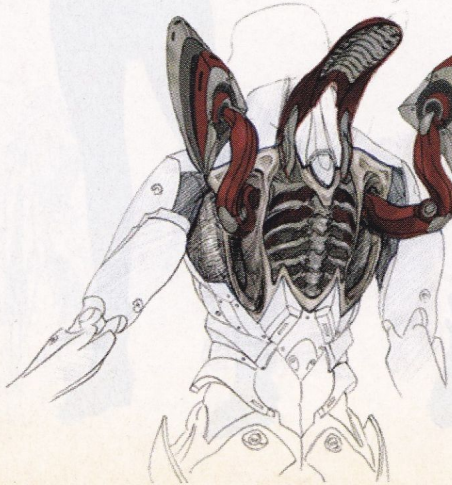


腹部の
メカニカル
部分の
構造



腕の伸縮自在

腕の伸縮自在
自在に動かす



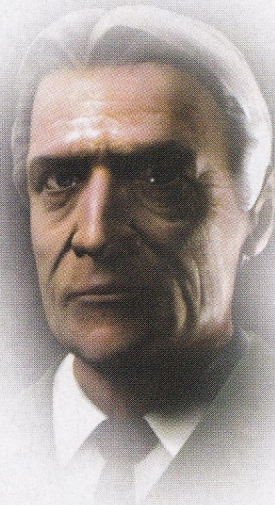
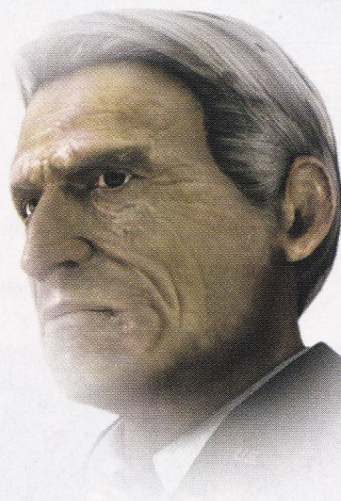
MICHELLE BAKER

A scientist familiar with the workings of the main computer on Nanotechnology Island. She has been dispatched on the island alone to try to stop the Orgamechs from spreading.



GENERAL RAYMOND

General Raymond is the head of military operations overseeing the containment of the Orgamechs on Nanotechnology Island.

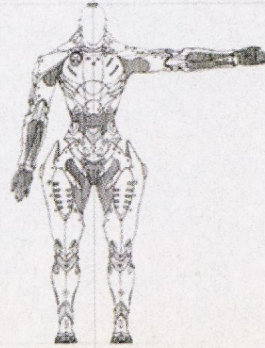
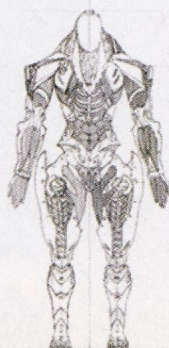
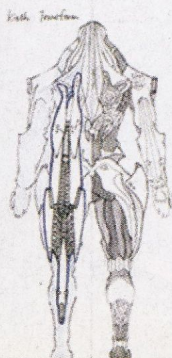
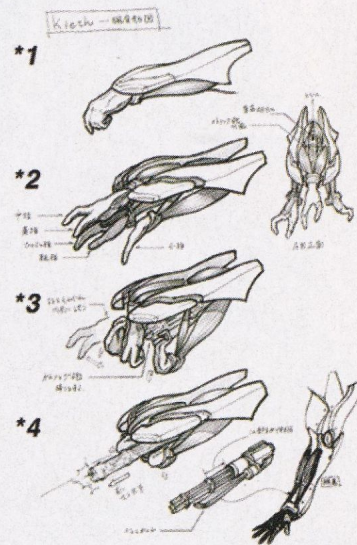


GAME
BASICS

CHARACTERISTICS

KEITH

Like Jake, Keith is a Militant Cyborg. He has been sent to stop Jake from reversing the events that have altered Nanotechnology Island.



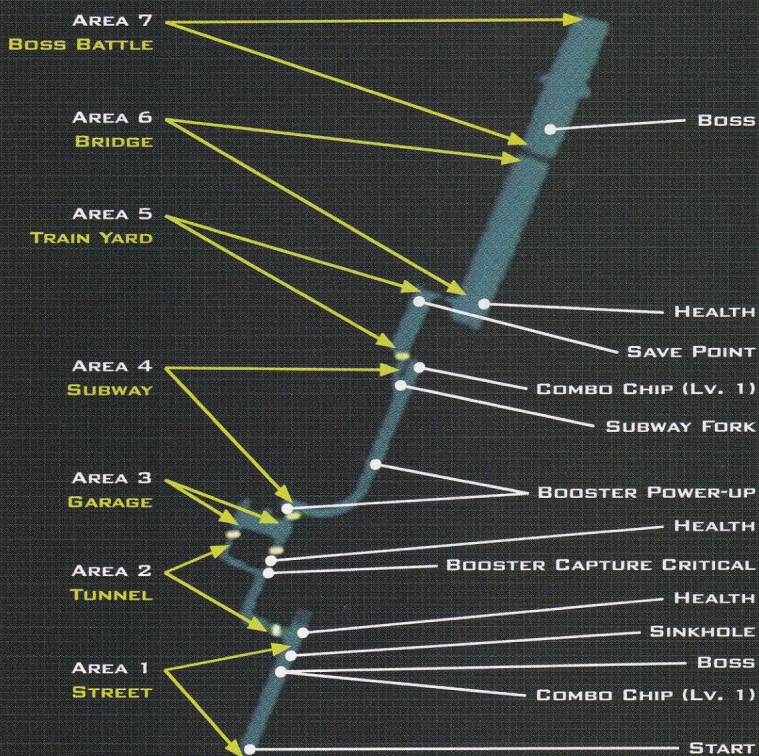


NANOTECHNOLOGY Island

Jake, a militant Cyborg, has been called back to duty to assist and protect scientist Michelle Baker while she attempts to shut down Nanotechnology Island's main computer. If successful, the infestation of Orgamechs taking over the island can be stopped before they totally consume the island and possibly spread their terror over the entire planet. General Raymond airlifts Jake to the island and drops him off downtown...



DOWNTOWN



ENHANCEMENT ITEMS FOUND IN THIS LEVEL

| | |
|--------------------------|--------------------------|
| Combo Chip (Lv. 1) | During first boss battle |
| Capture Critical Booster | Area 2, Tunnel |
| Combo Chip (Lv. 1) | Area 4, Subway |



AREA 1: TAKING IT TO THE STREET

Jake leaps from the general's helicopter and drops like a meteor forming a crater in the street.

Equipped with his new weapon, the Plasma Blade

and only a few installed weapon transformation chips, Jake must fight his way to Michelle Baker before all hope is lost.



MILITANT SCHOOL

Jake seems pretty confident that he can handle anything that comes his way. But you, however, may not be feeling as confident being thrown into battle cold. For help with fighting, combos, combo chips, Boosters, Items, and any of the basics see the Game Basics chapter.

COMBO SUMMARY

Press the START button to access the in-game menu and use the **Left** and **Right** buttons to scroll to the Combo tab. Under the Combo menu find the Vertical, Horizontal,

Thrust, and Juggle Attack combo categories. You currently have five weapon transformation moves in the following categories: two in Vertical Attacks, two in Horizontal Attacks, and one in Juggle. You earn new moves by finding Combo Chips and filling the appropriate level slot with that chip.



You have the choice of which moves you would like to have access to first. The choice is determined by placing the appropriate Combo Chips into that

combo's empty chip slots. The weapon transformation moves are those that toggle between a button that completes the move and an image of a weapon. In this case, only Great Sword transformations are available. Learn these moves quickly and use them in the downtown battles.

Your first battle is with two Soldiers that materialize as you explore the first few yards of street. Do not run past the area where they materialize, or four additional Orgamechs materialize—whether the first two have been defeated or not.

The quickest way to defeat most any Orgamech is to "Capture-counter." This is a two-part move that takes a great deal of practice. Calculating the time to execute an attack command after capturing the enemy is what makes the move tricky. In short, the greater the distance between you and the

enemy the longer you wait to swing your blade after the capture. For detailed help on capturing and slicing enemies, page to the Game Basics chapter.

If you fail to pull off a Capture-counter, try using the available weapon transformation moves. The vertical attack (**Up**, **Circle**, **Triangle**) stuns the enemy and is very helpful when confronting multiple enemies. When surrounded by enemies, the horizontal attack (**Left**, **Up**, **Circle**) that knocks back all of the surrounding enemies is priceless.



ORGAMECH BASICS

After attacking an Orgamech at least once the creature's health status appears on the bottom left corner of the screen.

Orgamechs are durable brutes that are difficult to beat—when not using special weapon transformation attacks or a **Capture-counter** move. For this reason it's important to practice weapon transformation moves early on.



DOWNTOWN

PORT FACILITY

EAST STREET

SEWER

WEST STREET

POWER PLANT

SIDE QUEST

NANO MACHINE LAB

BACK TO PORT FACILITY

RUNWAY

A PATH IS OPENED

RESEARCH LAB

NANO TOWER



Most Orgamechs have illuminating heads that reflect the monster's disposition. When the creature's head is green they do not attack. When

the creature enters attack mode its head turns red. Lastly, many times a creature is left in pieces after a battle. If you slice these "leftovers" you can earn bonus oil points. Collected oil is measured in gallons. Bonuses are awarded when milestone gallon amounts have been reached, and these bonuses increase your Life and Booster gauges' maximum capacity. They also incrementally give you small amounts of health and booster energy (see Game Basics for details on what bonuses are given for gallon quantity milestones).

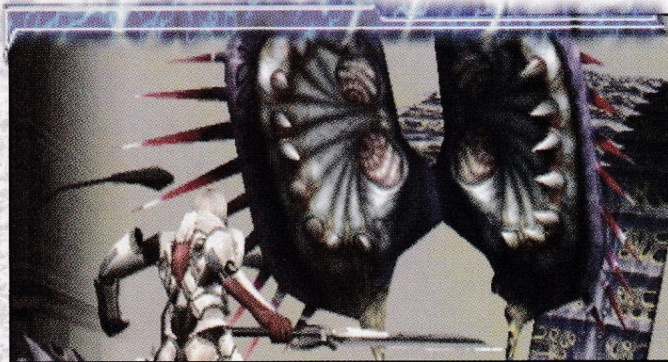


DOWNTOWN

BOSS BATTLE

After defeating the six Orgamechs in the street, walk up to the large sinkhole at the end of the street to confront the Maneater (looking a lot like an enormous, mutated Venus Flytrap).

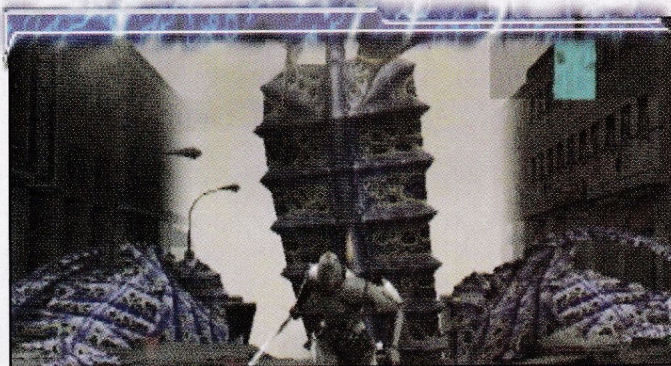
The boss's life gauge fills the entire length of the lower screen. This guy is much tougher than those Orgamech pushovers you just pulverized. The key to quickly beating the boss is swift evasive moves and using powerful weapon transformation moves combos.



EVASION

To escape a nasty situation, press and hold the Shift button (⇧) and then press the Jump/Evade button (⌘). When executed correctly, Jake tumbles on the ground in the direction he is facing. Jake performs an evasive back flip when tilting the Left Analog Stick in the opposite direction he is facing in conjunction with ⇧ + ⌘. Tilting the Left Analog Stick to Jake's left or right and executing an evasion simultaneously causes him to do a side roll.

Use these maneuvers to avoid the Maneater's attacks. Take evasive measures as soon as the boss stretches upward to reveal the full length of its body. This means it is about to slam the ground with its large flower-like head. Sometimes it lunges forward and tries to bite. Just before it does this, it nods its head to the left and right. Running or evading to the left or right of center screen allows you to escape this attack.



INFLECTING DAMAGE

The boss can be damaged at any point in the battle except when it's lunging at you. The most damage can be done when its flowery head is opened and it reveals its sensitive insides. Use the following moves to spread the head open and while the head is open unleash these moves for the most damage:

Vertical Attack: △, ◻, △

Horizontal Attack: ◻, △, ◻

Thrust: Hold ◻ + ◻, ◻ (hold ◻ for entire move)





SPECIAL ITEM: COMBO CHIP LV. 1

A **Combo Chip Lv. 1** appears on the battlefield when you beat the boss within a eighth of its life. Run through the power-up to pick it up. The screen automatically switches to the pause menu where the chip is automatically assigned to the top level 1 chip slot in the Thrust combo screen. Press the START button to return to the battle.



DEFEATING THE BOSS

Now that you have the Axe Level 1 Thrust move you can defeat the boss. The boss is submissive at this point and does not try to attack. However, the only way to damage and defeat the boss is to use the newly acquired move. Press, **□** + **○**, **△** to hack into it with the Plasma Blade which transforms into a giant axe slicing the boss vertically into two weeds.



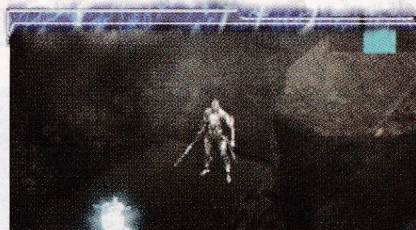
THE SINKHOLE

Once the boss is dead you can continue through the street by jumping down into the sinkhole. A green blip on the map represents a nearby item. To easily find the sinkhole **Health**

Power-up, don't jump into the hole quite yet. Instead, run and jump along the broken sections of sidewalk along the right side of the street. When you reach the gap that you cannot clear with a jump, jump down into the sinkhole.



As you drop you can see the Health power-up on a ledge. Jump up to the ledge, grab the health and head directly across the hole to the left and access the largest ledge.



Walk up to the large door. Notice the yellow-lit arrows below the door. When you walk over the yellow arrows they turn green. Press the **○** when the arrows are green to access the next area.

REVISITING OLD HAUNTS

If you choose to return to a formerly cleared area by passing through one of the previous doors (initializing a loading screen) the previously defeated enemies reappear in the same locations they appeared before. This is actually a good thing—unless you're lost and have to revisit previous areas out of necessity. The good thing is that you can increase your fighting skills while earning more gallons of spilled oil as you battle the same creatures again.



AREA 2

TUNNEL



Two Orgamechs materialize behind you as you round the first bend. Instead of running further in the tunnel, jump over their heads or run around them.

This is done to prevent more enemies from materializing up ahead. Since the quickest way to defeat the creatures is by executing flawless Capture-counter moves, you should always put enough distance between you and the creatures to prepare this awesome attack. Continue practicing this maneuver until it becomes second nature. When you become surrounded, use this horizontal move: **□**, **△**, **○** to push enemies away.

If you end up with Orgamech torsos scurrying along the ground, use a single vertical attack to take them out—if they're still crawling, their still dangerous.

A large brood of Orgamechs materialize as you make your way to the next intersection. Never be too proud to retreat. Keep the enemy from ganging up on you. Single them out and try to Capture-counter as many as you can. The alternative is a drawn out battle.

DOWNTOWN

PORT FACILITY

EAST STREET

SEWER

WEST STREET

POWER PLANT

SIDE QUEST

NANO MACHINE LAB

BACK TO PORT FACILITY

RUNWAY

A PATH IS OPENED

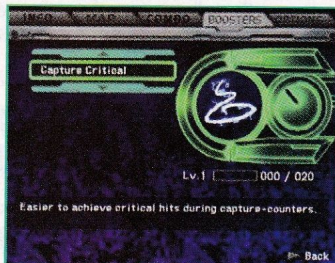
RESEARCH LAB

NANO TOWER



SPECIAL ITEM: CAPTURE CRITICAL BOOSTER

In the truck-blocked intersection sits a mysterious little box made of multiple colored light panels. Smack the box with your Plasma Sword to unleash its wonders. You have just obtained **Capture Critical**. This is your first Booster. Booster details and selection can be found under the Booster tab in the pause menu. You can also quickly select them (when you obtain more than one) during game play by pressing the **LB** and **RB** buttons. The blue bar under your health bar in the top left corner of the in-game screen can now be put into use. Boosters use this energy to operate. For more information on them, see Game Basics chapter.



USING CAPTURE CRITICAL

The remaining tunnel is much like the first section. But putting the new Booster to use makes things easier. As long as you have enough Booster energy you can press **LB** + **RB** to activate the Capture Critical Booster. You must be standing still to activate it. You should have plenty of Booster Energy; until now there was no way to drain the gauge. The Booster Gauge glows brighter blue when the selected Booster has enough energy to be activated.

Once activated, a bright light surrounds you and your body begins to glow. This enhancement is limited, so make good use of it. When the Orgamechs materialize, capture and slice each and every one of them. Notice how Capture Critical makes the finishing move much easier... almost too easy!

The window of time that you have to execute the finishing move after the capture has been broadened. This is the beauty of Capture Critical.



This Booster is the most useful of them all, since it can get you out of trouble quickly and can be used on most any creature. Once you've eliminated all the Orgamechs, head through the door at the end of the tunnel.



AREA 3 GARAGE



All the exits in the garage are all sealed by large force fields. To lower the barriers you must defeat all of the enemies within the garage. As

you explore it, groups of Beasts materialize and attack. These creepy critters can perform wicked rush attacks.

When you see a Beast's head turn red and the body begins to glow with rings of fire take evasive measures, or get ready to hit the speeding mutt with your Plasma Blade—batter up! Other than the rush attack, taking out these pups is no different than taking out the Soldiers. Once you gain enough Booster energy from spilled oil, use Capture Critical to make quick work of them.



It is possible that your first bonus from gallons of collected oil will be reached in this room. At 10000.00 gallons you receive a **Life Gauge Max +** bonus.

After defeating the Beasts, the force fields shut down and you can exit the garage through the far right door. This allows you to access the truck-barricaded nook in



the previous room. In a corner near the truck you can easily find the glowing **Health Power-up**. Only use it if you need health, otherwise, don't even enter the room. Be warned, when you re-enter the garage (like any revisited area) the enemies reappear; however, this time you do not need to defeat them to exit the garage. Leave the garage through the door on the left (directly across the room if you just re-entered from the nook with the health item).



AREA 4

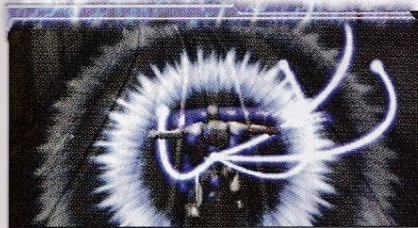
SUBWAY

As soon as you enter the subway, turn to the left to find a large red ball of energy. This is a **Booster Power-up**, used to fill your gauge to the max. This power-up has no effect if your gauge is already full.

BEETLES

As you make your way through the darkened subway you discover your first Beetle. These hovering enemies are weak but can be very annoying in large numbers. The trick to defeating them quickly and safely is by not striking them at all!

The Beetles fire a single laser shot at calculated intervals when approached. Look and listen; as the hovering menace powers up its attack a green halo appears around it and a sharp, high-pitched whine is heard. When the shooting sound is heard and the somewhat slow laser projectile is spotted, face the Beetle and raise your shield (■ button). If timed correctly you not only block the shot but also bounce it back to the enemy.



The laser is split into four fragments and if four of them are nearby, each one may be destroyed. The timing of raising your shield is critical. Always

raise the shield just after hearing and seeing the laser leave the enemy. This deflection maneuver only works on green lasers. Soon you'll acquire a Booster that makes green laser deflection much easier.

As you make your way through the subway the number of Beetles increases. Use the same technique to destroy them all. However, take caution with large numbers of these enemies. If you miss the deflection timing the combined number of laser attacks that may possibly hit home can really eat away at your health.

Midway through the subway, find the **Booster Power-up** on the raised walkway between tracks. Just beyond this point is a swarm of 10 Beetles.



If you have difficulty with deflecting the laser attacks, stand at a distance out of the Beetle's detection range. Then, use the capture technique to pull them to you. This way you can safely destroy them one at a time. A single hit from your Plasma Blade usually does the trick. The great thing about them is that they occasionally leave behind a small **Health Power-up**.



SOLDIERS

Past the raised walkway you encounter a group of Soldiers. You should have plenty of booster energy to use the Capture Critical, if not head back to the previous booster power-ups and fill up. Use the Capture Critical on the four Orgamechs, and proceed through the subway until you reach a fork.



SPECIAL ITEM: COMBO CHIP (LV.1)

At the subway fork continue forward without veering to find a **Combo Chip (Lv. 1)** at the end of the subway tunnel. Strike the box to pick up the item.

Press the START button to access the pause menu. You now have a choice to fill one of four remaining level 1 chip slots. To make the choice even more difficult, there's an empty level 1 chip slot in each combo category.

You can also remove the Level 1 chip that was automatically set to the top level 1 Thrust maneuver and place it somewhere else if you desire. You may want to place the new chip in the Juggle level 1 slot giving you the ability to transform the blade into a large war hammer. This is not only an awesome looking move but also gives you the ability to smash enemies (turning them into giant, bloody pancakes). The number of enemies that you smash is also tallied in the Info menu.



DOWNTOWN

PORT FACILITY

EAST STREET

SEWER

WEST STREET

POWER PLANT

SIDE QUEST

NANO MACHINE LAB

BACK TO PORT FACILITY

RUNWAY

A PATH IS OPENED

RESEARCH LAB

NANO TOWER

Three Orgamechs sneak up behind you as soon as you take the Combo Chip. Walk towards them and press the R3 button to quickly reposition the camera behind you—so you can see them easily. Try to save your Booster energy for the next area. Defeat these enemies using your new Juggle Hammer move. It's too much fun to put off any longer!

Make your way down the left tunnel at the subway fork and defeat the Orgamechs while still resisting to use Booster energy. When the tunnel is clear of foes, head into the next area through the doorway at the end of the left tunnel.



AREA 5: TRAIN YARD

This is why you've been saving your Booster energy. The train yard is small, cramped, and full of Soldiers supported by a couple of Beetles. You should activate Capture Critical as soon as you enter the room and wipe out many of the Orgamechs before they surround you. Use the transformation



Hammer move on tight groups of enemies. When they gang up on you, run to the opposite corner, turn around, and continue to capture and slice until the enhancement wears off. Either take the Beetles early on, or make sure to keep moving so they cannot get a fix on your position. There is an alternate strategy for clearing this room if you feel overwhelmed.

ALTERNATIVE TRAIN YARD STRATEGY



Notice the high ledge in the back of the train yard. You must jump on the boulders below the ledge and jump up to grab the lip of ledge in order to pull yourself up to

reach the top (this is all done with multiple \times button presses). A save point is on the upper ledge to the right and access to the next area is on the left. Keep in mind, you do not need to clear the room to save your progress or leave the train yard.

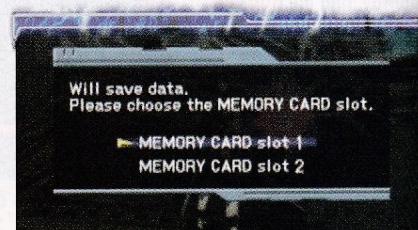
As soon as you enter the train yard from the subway, run to the back of the room and jump to the top ledge. Turn around and stand near the edge of the ledge looking over the



Orgamechs below. The legged Orgamechs cannot climb up onto your ledge, so you're safe from them. Press and hold the capture button and select your target using the Right Analog Stick. Select one Beetle at a time, pull them to you, and destroy them. Now you can stand on the edge of the ledge and pull the Soldiers up onto your ledge one at a time for deconstruction. Many more Orgamechs spawn as you defeat others. When their numbers are few, and it becomes difficult to capture over the lip of the ledge, either walk closer to the edge and try again or jump down and slice 'em up face to face.

SAVE POINT

Approach the Save Crystal in the back left corner of the ledge and press the \odot button when the Save Crystal glows red. Here you can access the save screen. Save your progress and return to the game. Head to the opposite side of the ledge and exit the room following the yellow exit arrows.





AREA 6

BRIDGE

Walk out onto the bridge and take the **Health Power-up** sitting out in the open. Turn and explore the dilapidated bridge to the left.

BRIDGE BATTLE #1

As you explore further along the bridge two force fields (one behind and one in front of you) become active. These barriers keep you from moving from the current section of bridge. To lower the force fields you must defeat the Orgamechs that spawn in the area. You must destroy eight Soldiers and their two Beast sidekicks. Try to take out the Beasts first as they can sneak up on you more quickly than the two-legged foes. There's plenty of room between force fields to create distance between you and the enemy, which buys you time to perform multiple capture and slice moves. Once you've destroyed all the enemies the force fields disengage allowing you to explore the next section.



BRIDGE BATTLE #2

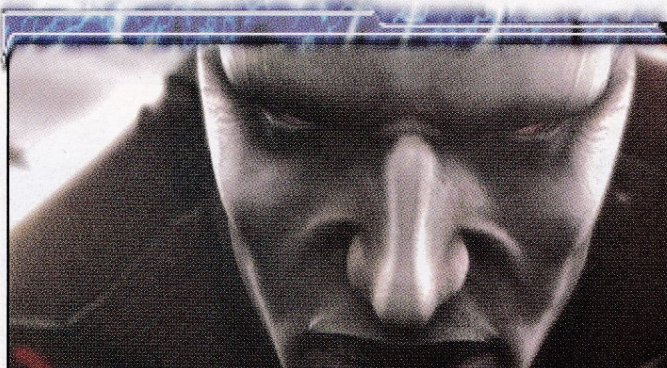
A similar trap occurs on the next section of bridge, but this time there are many more Orgamechs to battle. There are about twenty Soldiers, two Beasts, and two Beetles. Use evasive moves and try to Capture-counter these foes without using the Capture Critical. Conserve Booster energy for the next battle on the bridge....



KEITH

BOSS BATTLE

As the last force field clears from the bridge, walk forward until a cinematic takes over. In this cinematic, Jake confronts an old acquaintance, a fellow Cyborg Militant named "Keith." Apparently the two know each other rather well and don't care too much for each other—even though we learn later that they fought side by side in the war. Keith shows off some of his new upgrades (one being the mini-gun that pops out of his left arm) and challenges Jake to a fight. Seems he has some issues that need to be resolved.



DOWNTOWN

PORT FACILITY

EAST STREET

SEWER

WEST STREET

POWER PLANT

SIDE QUEST

NANO MACHINE LAB

BACK TO PORT FACILITY

RUNWAY

A PATH IS OPENED

RESEARCH LAB

NANO TOWER

PREPARATION

If you fail this battle you find yourself facing the previous bridge challenges again. Use this time to preserve your health and Booster energy. Try your best to maintain a full Booster and life gauge before your battle Keith.

ABOUT KEITH

Since he is a Cyborg Militant, Keith has access to many of the same moves and a few that are uniquely his own. Keith has the exact Vertical Attacks, but his chip slots are all filled! However, he lacks Horizontal Scythe Lv.2, 3 and Lv.4 weapon transformations. You also have one Horizontal Great Sword attack that he does not: \square , Shift + \triangle , \triangle . Keith has a partial Thrust moves list; he can only perform an Axe Lv.1 and Spear Lv.1 while you can perform those plus a Scythe Lv.1—if you play your “chips” right. Lastly, Keith will never have access to Spear Lv.2, 3, or 4.



Spoiler alert: Keith will never have these moves even when he becomes a playable character upon successful completion of the game.

Spoiler over! Keith has Hammer Lv.1 and Great Sword Juggle moves but does not have Boomerang, which comes available to you after locating a Level 5 Combo Chip. But that won't happen before this battle... sorry. He also has two unique Boosters: Laser Shower and Gatling Gun. He hides his Laser Shower ability in this battle, but occasionally uses Gatling Gun. Gatling Gun doesn't cost him much Booster energy, so he can use it frequently throughout battles (yet he chooses not to in this fight). He does not have any of the Boosters that you have, or will have in the near future.



EVASION

Since Keith shares most of the same moves, you need to rely heavily on evasive maneuvers in this battle. Move back and defend as he executes long combos and then roll behind him as he ends his combo with a weapon transformation. As soon as you get behind him, let 'em have it! Use one of the moves listed below.



To avoid Keith's Gatling Gun Booster attack, run in a circle around him as he shoots. Keep ahead of the moving bullet stream. The speed in which you run is just fast enough to stay ahead of his aiming speed. Your shield cannot withstand the full length of his Gatling attack, so don't sit still and block. Jumping in the air is a mistake that only results in being juggled by bullets.



DEFEATING THE BOSS

Repeatedly using the following Thrust attack works like a charm: \square + \square , \square + \square . Even though you do not have the ability to execute the next step in this Thrust combo it still can break through his defense and cause some serious damage.





Juggle Hammer Lv.1 does a great job on Keith. Keith rarely interrupts the Hammer move after you hit him with the initial strike in this two-move combo (△ + △, △). If you knock him down, follow that up with the Hammer—Keith is usually getting to his feet just as the Hammer falls.

Capturing Keith is tricky; many times he can cancel the capture, reflect the capture lasso, or even hold onto it and pull. He, on the other hand seems to have no problem capturing you whenever he tries.



Using Capture Critical helps you hit him immediately after a capture. Capture Critical will not kill him in one shot, or many Capture-counter attempts for that matter. Once you knock him down after a Capture-counter move try to capture him again as he struggles to his feet.



When the battle is over, Keith is beaten but lives to fight another day. With his Plasma Blade, he slices the bridge in half and sends you downward on a large chunk of bridge. Jake falls without a hint of fear; this further hammers his arrogance (like a twisting hot knife) into Keith's psyche.



DOWNTOWN

PORT
FACILITY

EAST
STREET

SEWER

WEST
STREET

POWER
PLANT

SIDE
QUEST

NANO
MACHINE LAB

BACK TO
PORT
FACILITY

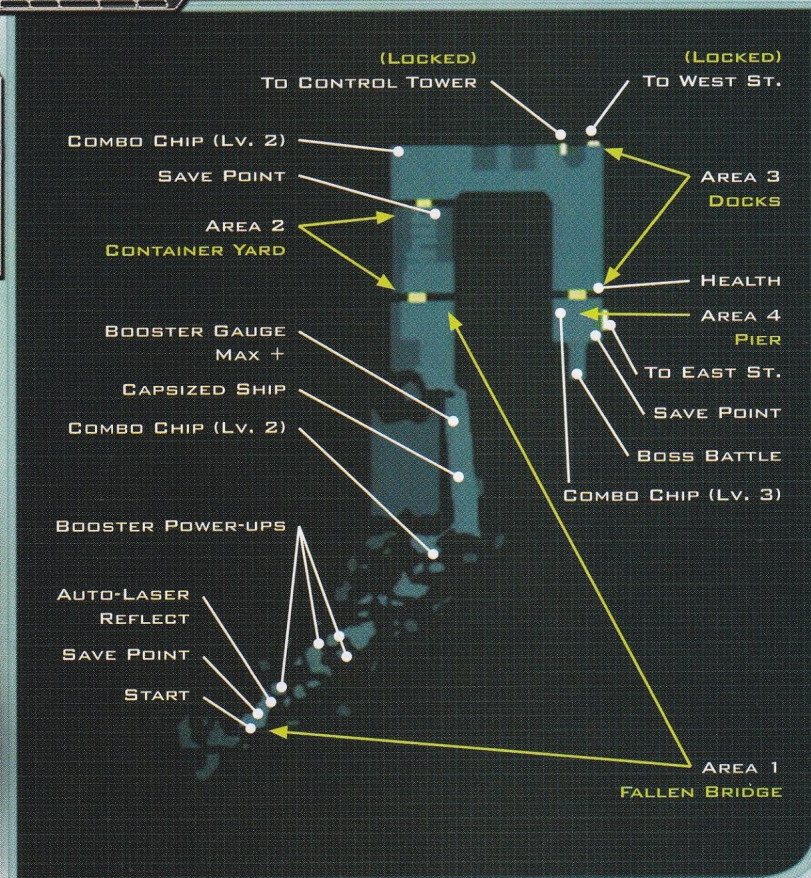
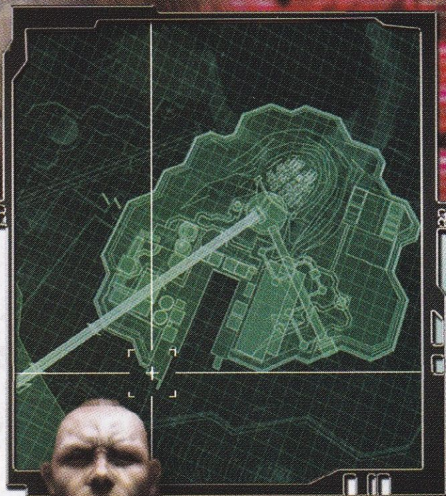
RUNWAY

A PATH
IS OPENED

RESEARCH
LAB

NANO
TOWER

PORT FACILITY



ENHANCEMENT ITEMS FOUND IN THIS LEVEL

| | |
|--------------------|---|
| Life Gauge Max + | Gift for beating Keith |
| Auto-Laser Reflect | Starting position |
| Combo Chip (Lv.2) | Tall spire in bridge ruins |
| Booster Gauge + | Stern of capsized ship |
| Combo Chip (Lv.2) | Just inside the docks from Container Yard |
| Life Gauge Max + | Gift for beating Seafowl Boss |
| Combo Chip (Lv.3) | On the pier after boss battle |

AREA 1

BRIDGE RUINS

As the level begins you earn a **Life Gauge Max + bonus**—a little gift for defeating Keith.

You find yourself on a chunk of bridge overlooking many small bridge pieces that form

small islands in the water. These pieces must be used as platforms to make it to the port. Use the **Save Point** directly in front of you before venturing onward.



SPECIAL ITEM: AUTO-LASER REFLECT

Just a few feet away from the Save Point is a special item, the **Auto-Laser Reflect**. This Booster allows you to reflect green lasers with your raised shield without the need of special techniques. While it is active, simply raise the shield at any time (before or after the shot has been fired) and the attack is deflected and sent back at the enemy. Now that you have two Boosters you can use the **△** and **□** buttons during game play to quickly move from one Booster to the other. You can also select them in the Booster menu. Simply move the selection box to the desired Booster and return to the game to activate it as needed.



ROCK HOPPER



Port Facility Area 1 is a series of rock-jumping challenges with some low-level enemies thrown into the mix. If at any time you miss a jump and fall into

the water you are sent back to the starting position to try the challenge again. The good thing is that you don't die if you fail and you do not lose a *Continue*. The entire route is somewhat linear—there are no alternative island routes. To stay on course, always jump towards the brighter glowing islands that appear on the in-game map in the top right corner of the screen.

Run and jump from the edge of the first platform to the next one with the **Booster Power-up** above it. Take the power-up, switch to the Auto-Laser Reflect Booster, but don't activate it quite yet. Jump to the next closest island to the right and then the next.



Activate the Auto-Laser Reflect and raise your shield when you see and hear a materializing group of Beetles on a nearby platform. Hold

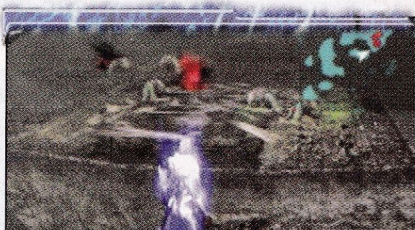
the shield up until they shoot to reflect the lasers back at them. All of them should be destroyed within the first deflection, and one of them usually drops a **Health Power-up**.

Jump from platform to platform until you reach the large bridge section that the previous Beetles were on. From here you can see three Booster Power-ups,



Look at the map and locate the three green blips; these are the Booster Power-ups. Jump to the islands that these items are resting on.

When you reach the third power-up you should have enough energy to activate the Auto-Laser Reflect again. Do not activate it yet! The enemies that appear on the next platform do not fire lasers.



DOWNTOWN

PORT FACILITY

EAST STREET

SEWER

WEST STREET

POWER PLANT

SIDE QUEST

NANO MACHINE LAB

BACK TO PORT FACILITY

RUNWAY

A PATH IS OPENED

RESEARCH LAB

NANO TOWER

Before you jump to the next platform, and into the middle of the Worms, use capture to pull the small enemies to your platform one at a time and destroy them. Each time you capture and destroy a Worm you inch forward on your platform, so make sure to step away from the edge to prevent falling into the water. You could also jump to their platform and take them out with vertical attacks (they're so low to the ground horizontal attacks won't do). Be careful though, they cause contact damage.



Jump to the next two small islands and activate the Auto-Laser Reflect. Shield yourself from the swarm of Beetles, and move quickly to get the

most out of the Booster. Jump to the next island and shield yourself from the next group of Beetles on the larger, nearby platform. Now, hop to the next island and again shield yourself from the Beetles on this island.

Jump across a few more islands until you face a tall platform spire. Quickly reflect the green lasers from the Beetles on the platform to your left. Once they are shutdown, turn to face the tall platform before you. You can make this jump. Jake latches onto the top edge with one hand when you jump towards it from the very edge of the previous platform. Press the \otimes button again and you'll pull yourself up.



SPECIAL ITEM: COMBO CHIP (LV.2)

At the top of the spire is a **Combo Chip (Lv.2)**. Set this wherever you have an empty level 2 slot in your Combo menu. You may want to use it to complete your Thrust Spear Lv.1 move (Shift + \square , Shift + \square , Shift + \square).



THE DRAGONFLY SHIP



Deflect another attack from more Beetles to your right and jump down from the spire onto the lower ledge to the left to remove the Worms from the makeshift

bridge. Use the bridge to reach the capsized ship. A new enemy is afoot here. Dragonflies look really intimidating, but they are slow to attack. They have the ability to wind themselves up and shoot like a dart towards their enemy. After rocketing towards you they embed themselves into the ground and try to wiggle free. They take quite a long time to work up a charge attack, giving you plenty of time to tear them to shreds beforehand.



The new Thrust attack works like a charm on these Dragonflies. When attempting to Capture-counter these enemies, make sure to use a

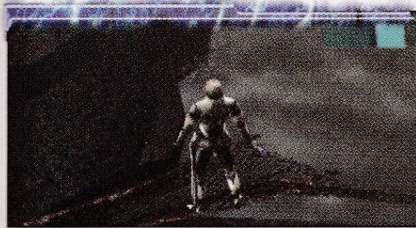
vertical finishing move or you'll only slice them in half leaving the flying half to deal with later. Further into the game the Dragonflies become catalysts for other creatures to enter the battle. These flying beasts can grasp small Burst Fleas and Beetles and drop them into action on the battlefield. They also drop glowing orange bombs as well! And the bombs are a more immediate threat, as you will see onboard the capsized ship. Once they drop, run, jump, do whatever you can to get out of the blast area.



SPECIAL ITEM: BOOSTER GAUGE +

Walk along the lower left side of the overturned ship to find a **Booster Gauge +**. This almost gives you enough storage space for two consecutive doses of Auto-Laser Reflect. And, depending on your oil collection bonuses, you may already have achieved this capacity.



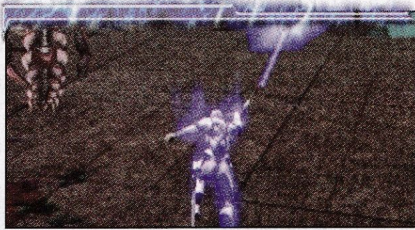


on the port, head towards the yellow blip on the on-screen map (representing a door). Just before reaching it a force field engages and bars your passage.

Turn around and battle the Dragonflies that have now materialized behind you.

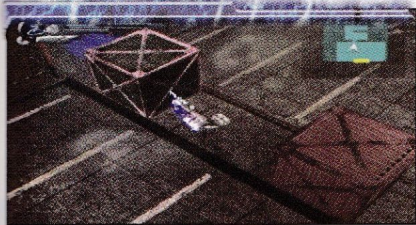
A swarm of four enemies appears at first, but as you whittle them down and

more appear you end up battling 14 in all. Use the Capture Critical Booster to take them out more quickly and easily. Large groups of Dragonflies mean more bomb drops and frequent charge attacks. Keep on your toes. You can enter the next area through the large door once all are dead and the barrier drops.



AREA 2: CONTAINER YARD

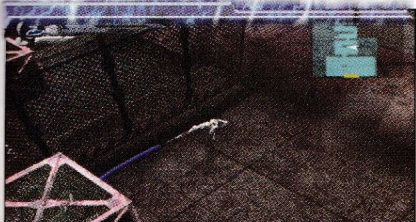
YARD 1



progress through the yard. It's a crate puzzle! Stand in front of the rust colored crate while facing the crate blocking the gate entrance. Press the capture button and Jake pulls the crate away. Enter the next yard.

YARD 2

There are four crates blocking the next gate. Stand against the fence in the corner to the right of the crates and capture the crate closest to the gate. Pull it twice and walk between the crates to enter the next yard.



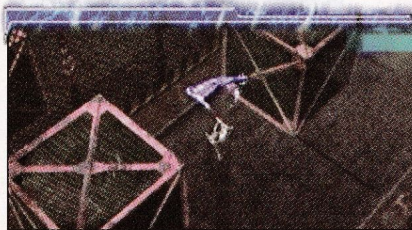
Return to the top of the capsized ship and walk to the end. Look down to locate the fence that acts as a bridge from the ship to the concrete port. Once

YARD 3

The third yard's crate puzzle is solved in a similar fashion. Head to the right corner near the fence and pull the right crate towards you. Now you can enter the next yard.



YARD 4



There are three crates in the fourth yard. Since you have to be a crate's length away to pull a crate towards you, you cannot move the crate that sits

directly in front of the next gateway. Move the leftmost crate near the fence, back up a space, then jump into the empty space it used to fill. Now capture the crate in front of the gate and pull it to unblock the gateway.

YARD 5

In the fifth yard there are three crates and another in the gateway. Stand next to the right canyon wall and pull the two closest crates two spaces towards you.

Hop over the crates and capture the crate that sits in the gateway. Pull it towards you. The crate still blocks the exit. Stand in front of the recently moved one in the right corner and pull the one crate blocking the gateway towards you. Hop over that crate and run into the final yard.



YARD 6



In the final yard there is a **Save Point** near the canyon wall. Save your progress and head through the next door to access a new area.

DOWNTOWN

PORT FACILITY

EAST STREET

SEWER

WEST STREET

POWER PLANT

SIDE QUEST

NANO MACHINE LAB

BACK TO PORT FACILITY

RUNWAY

A PATH IS OPENED

RESEARCH LAB

NANO TOWER

AREA 3

THE DOCKS

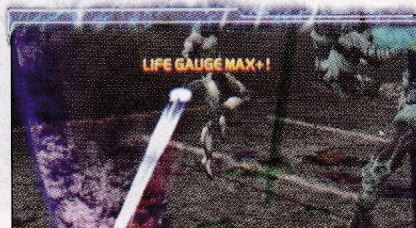


SPECIAL ITEM: COMBO CHIP (LV.2)

As soon as you enter the wide-open docks, head forward and to the left. Walk towards the green blip on the map. In a corner you can find a glowing blue orb. This is a **Combo Chip (Lv.2)**! Smack it with your blade and then enter the combo screen to give it a home. Placing it in the Vertical Attack level 2 chip slot gives you a Great Sword transformation move (\triangle , \triangle , \square + \triangle).



As soon as you return from the pause menu be prepared for an ambush. A hoard of Soldiers is headed your way. Whip the camera around, activate Capture Critical (if you have enough booster energy), and start slicing Orgamechs. It's quite a healthy group of monsters, but they're all of one class and they shouldn't pose that much of a problem. Once these enemies are beaten it is time to explore the narrow section of dock to the right.



SAVING MICHELLE BAKER

As you explore the narrow section of the dock, Michelle Baker seems to be in a bit of a jam.



Michelle must be protected from a new insurgence of Soldiers. Her life gauge appears onscreen below your own. Luckily, the Orgamechs are just as

interested in you as they are in her. It's going to be a busy fight keeping yourself and Michelle safe. The obvious advantage you have is the capture move. The safest way to get Michelle out of danger is to pull her away from the Orgamechs, or pull an Orgamech away from her. Remember, you can select your target by pressing the capture button and use the Right Analog Stick to move the yellow cursor over your intended target.

Old habits are hard to break, so make sure not to slice Michelle after pulling her to safety; you could end up hurting her more with one blow than the Orgamechs can. Be especially careful when swinging your blade around. Make sure to be a blade's length away from Michelle while fending off the beasts.



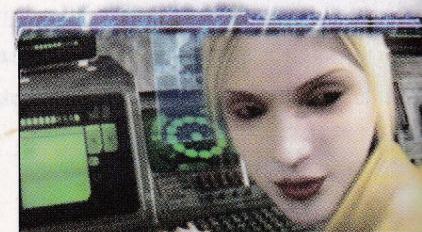
If you have Booster energy, use Capture Critical to put a quicker end to the battle. Once you clear all the spawning Orgamechs (about 25 to 30) the battle ends successfully and Michelle is saved.



CONTROL TOWER

Upon rescuing Michelle the two of you enter the control tower and she makes it clear that she does not want the help or protection of a Genocide Hero who's infamous for killing

innocent women and children. As she begins to hack the many security locks around the island and she notices unstable power fluctuations from the terminal



She suspects that there is trouble at the Power Plant. Jake leaves the Control Tower to investigate. If you choose to return to the docks you will be unable to return to the control tower and the nearby door.



TO THE PIER



raise your oil collection), but if you choose to you can run past the angry mob and head towards the next door (to the Pier).

Just before entering through the doorway to the Pier, take the **Health Power-up** in the corner to the left of the large door. You should have full health



and full Booster energy for the boss battle that lies beyond the door. If you do not have a full gauge you should definitely battle the Orgamechs on the dock. You can also head back to the container yard and reenter the docks to spawn the Orgamechs again if you need even more Booster energy.

Another army of Soldiers attack as you make your way along the remaining unexplored area of the docks. It's best to stay and fight (in order to

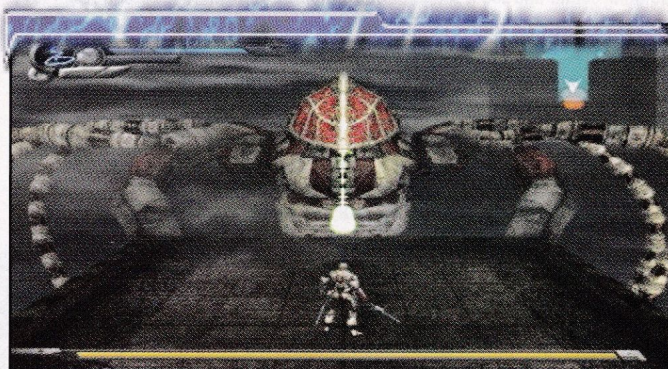


EVASION

The boss's life gauge fills the entire length of the lower screen. This creature has a short list of attacks and you can find measures to avoid them here.

GREEN LASERS

The boss shoots large green lasers similar to the Beetles. He gives a similar audible warning as well as a visual one before the lasers leave its ugly head. The same whining sound that the Beetles make just before they shoot can be heard from the boss before it shoots. Its head also bobs and glows green. Use Auto-Laser Reflect or just raise your shield at the right moment to reflect the attack back. Hitting the boss with its own lasers is the only way it becomes vulnerable to attack. The boss gives you four chances to reflect the green lasers back before it moves onto another type of attack.



DOWNTOWN

PORT FACILITY

EAST STREET

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POWER PLANT

SIDE QUEST

NANO MACHINE LAB

BACK TO PORT FACILITY

RUNWAY

A PATH IS OPENED

RESEARCH LAB

NANO TOWER

SEAFOWL BOSS BATTLE

As soon as you leave the dock through the pier doorway a cinematic takes you right into the next boss battle. A *enormous* Seafowl Orgamech rises out of the water and flails its six, very long, deadly tentacles.

The battlefield consists of only the small narrow pier. You cannot turn back and retreat; you must defeat the boss to progress.

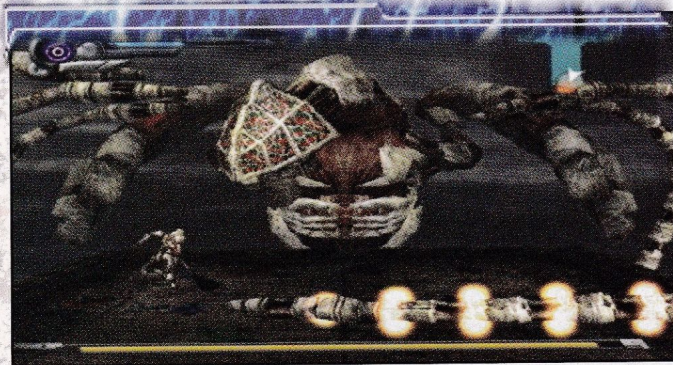
RED LASER BEAM

When the boss cocks its head to one side or the other it is a sign that it is about to unleash a very powerful attack, the red laser beam! The boss gets a fix on your position as it pulls its head back and fires a very powerful, thick red laser beam onto the pier. The boss then rakes the beam across the length of the pier. To avoid this attack, move to the opposite side of the pier from where you were when the boss got a fix on you. For example: if you were standing close to the camera run towards the boss's torso to avoid the beam. You must get far away from this attack or you will scorch your head on the bottom of the laser and still take massive damage.



TENTACLE TROUBLE

The tentacle attack offers the least amount of warning. When you hear a clanking sound and see a single or pair of tentacles begin to glow and rise, move away from the area that is horizontal to the moving appendages. If it's a pair of flanking tentacles that are preparing to attack, run forward or back towards the camera to avoid them (they'll reach completely across the width of the pier). If it's a single tentacle it will sweep a small area and you can either run to the opposite side (forward or backward), or jump to avoid the attack. If all the tentacles descend, then rush towards the camera. The tentacle attack patterns are completely random. Only when they come in pairs can you predict that the remaining two pairs of tentacles will follow suit.



HEAD-BUTT

If you stand too close to the boss he'll eventually bring his large weighty head down on your melon. This also occurs if you get greedy with the limited time the boss is susceptible to attack. Attack too long (get caught up in a long combo) and the boss drops his head down on you. If you can, evade! Roll out of the way or do a backward flip to clear the head-butt.



GROUND FIRE

When the boss suddenly pulls his head back run to the middle of the floor and back towards the camera. The boss fills the entire floor with fire, except for a small path right down the center. This is where you should be. If you stand too close to the boss when this attack comes you will still take damage even if you are in the fire-free path in the middle of the floor.

INFLECTING DAMAGE

The only time you can inflict damage on the boss is just after reflecting its own green lasers back at it. When this happens its ribs spread open like hands and reveals its heart cradled in a fleshy chest cavity. Capture the heart from a safe distance and begin attacking it as it slowly slithers back into its chest cavity. You still need to be on the lookout for the Seafowl's waving arms. Run up to the boss and start hitting the heart with the strongest combos you have. This way you don't have to look out for any attack except the head-butt. Juggle Hammer is a good attack to use, since it is a triple shift $\text{Thrust move (Thrust Spear Lv.1: } \triangle + \square, \text{R2} + \square, \text{R2} + \square)$. As mentioned above, don't get greedy with the limited vulnerability time. The boss always attempts a head-butt if you stay to the last second.



DEFEATING THE BOSS

To beat the boss you must avoid most of its attacks to keep your health up and reflect or block all laser attacks. Most of your health is depleted when you miss the shield-raising timing during the green laser attack. The red laser attack is the most damaging, but it is pretty easy to avoid. You may have enough Booster energy to use Auto-Laser Reflect twice. Use them wisely. Activate them when you know the boss is about to shoot green lasers—or the wait could be longer than your boost effect lasts.



TO EAST STREET

After defeating the boss you earn a **Life Gauge Max+** bonus. Turn away from the pier and save your game using the **Save Point** near the East Street doorway.



SPECIAL ITEM: COMBO CHIP (LV.3)

Before exiting, head left of the dock doorway to find a **Combo Chip (Lv.3)**. There are a few places to install this chip and all of them are a good choice. That said, a good place to utilize it is in the level 3 chip slot under the Thrust category. This is one step closer to the Spear Level 4 weapon transformation.



With that done, exit the pier through the doorway closest to the save point to enter East Street.

DOWNTOWN

PORT FACILITY

EAST STREET

SEWER

WEST STREET

POWER PLANT

SIDE QUEST

NANO MACHINE LAB

BACK TO PORT FACILITY

RUNWAY

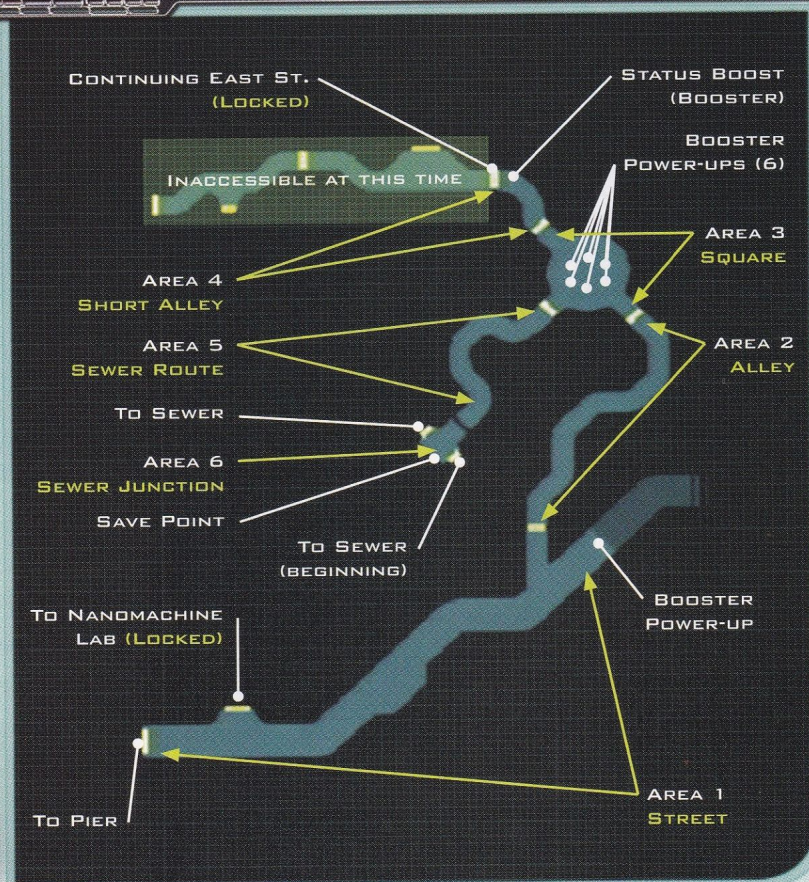
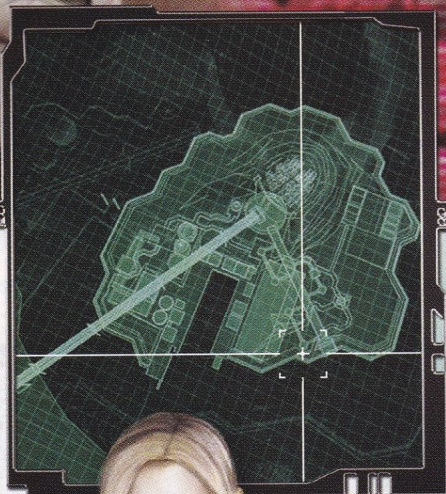
A PATH IS OPENED

RESEARCH LAB

NANO TOWER



EAST STREET



ENHANCEMENT ITEMS FOUND IN THIS LEVEL

Status Booster

In dead-end alley just off of the ●



AREA 1

STREET

DOGS OF WAR

Your main objective is to find the Power Plant. To get there you have to pass through a few more levels, the first one being East Street. As you enter this



area and explore ahead a pack of Beasts attack. They are likely to all charge at once, so be prepared to dodge or jump over their heads. Get some distance between you and the pack and begin the Capture-counter maneuver.

LOCKED LAB DOOR



Just ahead to the left you'll find the door to the Nanomachine Lab. It's locked. Looks like you'll be coming back through here later. Continue down the street.

STREET FIGHTER

The next battle on the street is with a few Beetles and some more Beasts. Switch to and activate the Auto-Laser Reflect Booster and raise your shield to take out the flying menaces. Battle the four-legged baddies next and continue down the street.



A swarm of Dragonflies materialize a few more yards up the street. Retreat a bit to create a comfortable space for Capture-counter fatalities. Keeping your distance from these dragonfly-like machines is always a good idea. They



are not shy with the bombs that they drop, so keep your eyes out for bouncing orange orbs. If you have some Booster energy, use Capture Critical to speed up the battle.

When you get to the fork in the street, continue on the same path to find the large **Booster Power-up** at the roadblock. Turn back and fight the Beasts in the small street that forks to the next doorway. Enter the next section of the area through the next doorway.



AREA 2

ALLEY

BACK ALLEY BRAWL

The alley that forks off the main street is a short, dark and narrow lane that is condition-perfect for an ambush. Your first encounter is with Worms, but just beyond you'll come across a small army of Soldiers.



DOWNTOWN

PORT FACILITY

EAST STREET

SEWER

WEST STREET

POWER PLANT

SIDE QUEST

NANO MACHINE LAB

BACK TO PORT FACILITY

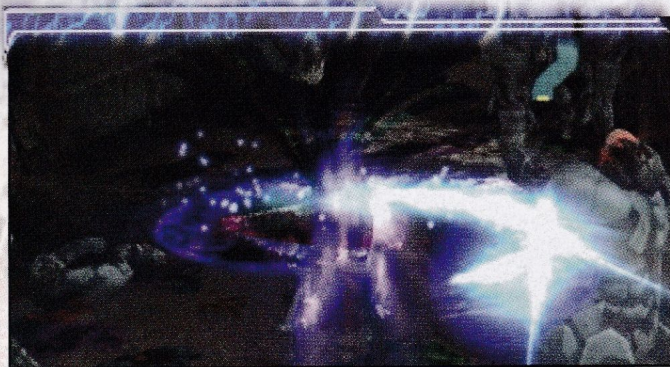
RUNWAY

A PATH IS OPENED

RESEARCH LAB

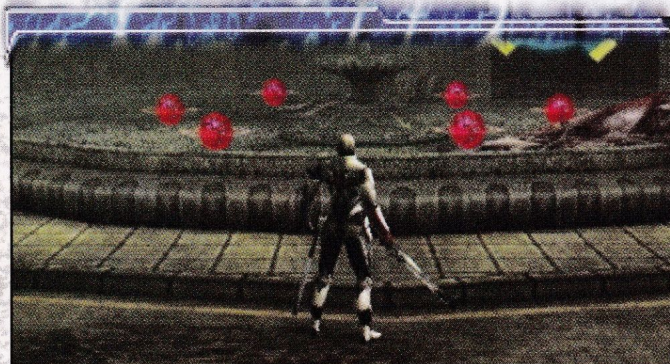
NANO TOWER

Use Capture Critical and keep your distance as you capture and destroy as many of the creatures as you can before the Booster runs out. After slicing and hammering through approximately 14 Soldiers continue through the street, defeat the small group of Worms, and exit the alley through the next doorway.



AREA 3 SQUARE

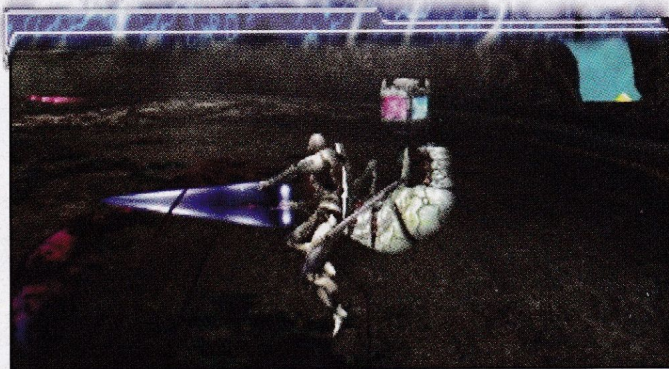
In the middle of the ❶ is a dried up fountain. There are six **Booster Power-ups** here. Only walk near those power-ups that you need. Once your Booster gauge is full, stay away from the remaining power-ups and save them for later. Exit the ❶ through the door at the opposite end of the ❶.



AREA 4 SHORT ALLEY

The alley beyond the ❶ is currently a dead-end route, since the door at the opposite end is impassible at the moment. Inside the short alleyway is a new enemy, Armorer. These beasts are quite tricky to defeat. You can use an uppercut-type attack to get past their defense. Try using ❶ + ❸, ❶ + ❹ to slash the beasts from underneath, send them into the air, and onto their backs. Once they are flipped over you can use any type of attack to inflict damage. Try the Hammer transformation while they lie defenseless on the ground.

Watch out for the Armorer's long upright tails; they'll snap at you like a scorpion! They also roll themselves up into a ball and shoot towards you, similar to a Beast charge attack. You can stop them by striking them before they strike you (which is a good option, since Outrunning them is difficult when they are rolling). The only other attack that cuts through the Armorer's defense is a Thrust attack. Try using Thrust Spear (Lv. 1) on them for some serious damage. Because of their high defense, you can never take out one of these beasts in one shot using a Capture-counter move—even if you try using Capture Critical!



SPECIAL ITEM: STATUS BOOST (NEW BOOSTER)

Near the locked exit is a special item. Smack the glowing box to obtain **Status Boost**. Status Boost is a new Booster that allows you to perform uninterrupted combos even when hit during the combo. And that's not all. As the Booster's level increases (Boosters increase with use) the damage you take while it is activated also decreases. Return to the ❶ and collect more power-ups if needed and exit the ❶ through the door on your right (the unexplored route to the sewer).





AREA 5

ROUTE TO SEWER

On route to the sewer you encounter a few more Armorerers and a hoard of Soldiers. Engage Capture Critical and try to get as many one-hit-kills as you can before the effect wears off. After thinning the two-legged baddies and creating some elbowroom go to work on the Armorerers.



It's usually best to capture and pull one Armorer away from the others, since it takes some time to splatter them. This keeps you somewhat safe when your back is turned to the others. Now, head through the next doorway to access the Sewer junction.



AREA 6

SEWER JUNCTION

Hop down the crumbled sidewalk and find the save crystal. Save your game progress. Both doors on either side of the save point lead to the sewer, however, the one on the left takes you closer to the beginning of the sewer than the other. Take the door to the left of the save crystal to put you at the very beginning of the sewer where you can find a special item.



DOWNTOWN

PORT
FACILITY

EAST
STREET

SEWER

WEST
STREET

POWER
PLANT

SIDE
QUEST

NANO
MACHINE LAB

BACK TO
PORT
FACILITY

RUNWAY

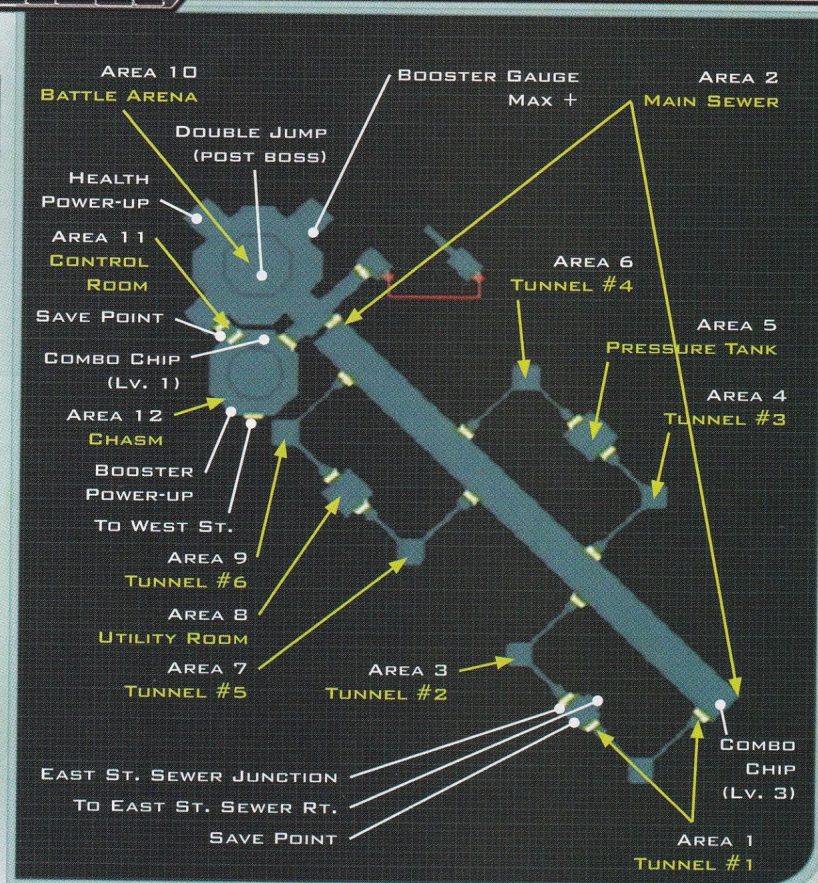
A PATH
IS OPENED

RESEARCH
LAB

NANO
TOWER



SEWER



ENHANCEMENT ITEMS FOUND IN THIS LEVEL

| | |
|---------------------|--|
| Combo Chip (Lv.3) | Beginning of the sewer |
| Life Gauge Max + | Defeated boss award (area 10) |
| Double Jump | Defeated boss award (area 10) |
| Booster Gauge Max + | Battle Arena shelf (must have double jump) |
| Combo Chip (Lv.1) | Raised walkway top of chasm (area 12) |



AREA 1

TUNNEL #1

The first sewer tunnel is swarming with Hover Flies. Like Beetles, they shoot green lasers, which can bounce off your shield. The Hover Flies are much quicker than the Beetles in everything they do. Make sure that you have your back to a wall if you plan to stand and defend—the Hover Flies can quickly get behind you and hit your unshielded backside. Hover Fly swarms drop loads of **Health Power-ups**. Once the tunnel is clear head through the next door at the end of the connecting hallway.



AREA 2

MAIN SEWER



Once in the main sewer you'll notice that high ledges prevent you from progressing any further. You'll also notice the whirling Spinning Rays

soon after you enter. The Spinning Rays flutter out of the sewage water and hover around your head. Knock them out of the air with vertical attacks and once they hit the ground, pound on them with a Hammer move or some low vertical attacks. These critters can only be found in the sewer.



SPECIAL ITEM: COMBO CHIP (LV.3)

Jump into the water and head towards the fence to find the **Combo Chip (Lv.3)**. Excluding "Juggle," there are two level 3 slots in each of the attack categories. Filling any of these slots does not complete a combo, so place it where you wish.



Since you can go no further, run back through tunnel #1, enter the save point room (East Street Sewer Junction), save your progress, and pass through the door to the right of the save crystal.



AREA 3

TUNNEL #2

The strangest nano-creatures in the entire game are first discovered in sewer tunnel #2. As you enter the tunnel a big fat "egg" drops from



the ceiling and slithers its way into the narrow hallway. The thing is so darn big and fat there's no way around it. Although Hard Worms are one of the largest enemies in the game they are harmless. They make for great punching bags to practice your combos.

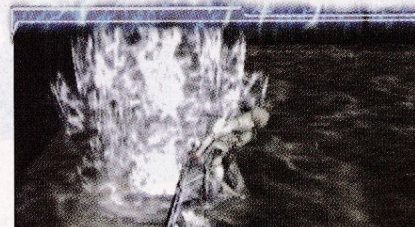
If you are interested in getting through the tunnel quickly, the best way to knock them backward is to use the following Thrust move multiple times: **Q** + **△**, **Q** + **△**, **Q** + **△**. Defeat them all for some serious oil points and then enter the sewer (Area 2) once again. This time you'll be entering onto a higher tier.



AREA 2

MAIN SEWER (SECOND TIER)

Avoid or defeat the Spinning Rays in the sewer and jump into the water. Be extra careful not to drop down to the next sewer level by walking over the



ledges to the right. If you do, you must head back through the previous tunnels to get to the higher tiers. Jump up to the opposite ledge and enter the adjacent door. You are now entering Area 4, tunnel #3 (see map).

DOWNTOWN

PORT FACILITY

EAST STREET

SEWER

WEST STREET

POWER PLANT

SIDE QUEST

NANO MACHINE LAB

BACK TO PORT FACILITY

RUNWAY

A PATH IS OPENED

RESEARCH LAB

NANO TOWER



AREA 4

TUNNEL #3

A force field engages when you enter the third tunnel and keeps you from exiting back into the sewer. To get out of the tunnel you must defeat more Hard Worms.



Use the Thrust technique move above to push through the hallway quickly. Exit the tunnel through the next door.



AREA 5

WATER PRESSURE TANK



The water pressure tank room is empty. But something curious has been etched into a sign on the fence. Notice "Water Pressure Tank" has been

written over and now says, "Treasure." Strange. Check the Extras Chapter of this guide to find out the mystery behind this sign. Exit the room through the next door.



AREA 6

TUNNEL #4

The fourth tunnel is full of Hover Flies. Take the time to defeat all the flying Orgamechs to gain some **Health Power-ups** and then exit through the next door.



AREA 7

TUNNEL #5



A new foe is met in tunnel 5, Burst Fleas are one of the trickiest enemies to deal with. They're small, they jump great distances, and

when they latch onto you there is only one way to get them off. The best thing to do is to avoid them altogether. Try using hammer attacks when they gather in tight groups. Use vertical attacks to slice them while they crawl. Dodge away if you see one hopping towards you.

If they latch onto you there is currently no way to get them off; you must wait until it explodes (causing a bit of damage). When they latch onto you, you cannot



perform any type of attack and you cannot block. This makes you vulnerable to more serious attacks from other dangerous enemies. The only way to get them off is if you have Juggle Boomerang, and still this is a chance shot. You would have had to throw the boomerang before the Burst Flea latched onto you. When the Boomerang returns the Burst Flea takes another hit. Exit the tunnel through the next door.



AREA 8

UTILITY ROOM

The room attached to tunnel 5 is empty. Simply run through and enter the final sewer tunnel.





AREA 9

TUNNEL #6



In the final sewer tunnel you confront the Hard Worms again. It's actually fun beating on these poor defenseless Orgamechs; you can hone your combo

skills and earn buckets of oil in the process. Clear the tunnel and exit through the next door.



AREA 2

MAIN SEWER (FOURTH TIER)

Hop across the sewage water and pull yourself up to the opposite ledge. Head left along the ledge and jump up to the section with the ladder. On top of the small ledge is a door. Exit the sewer.



AREA 10

BATTLE ARENA

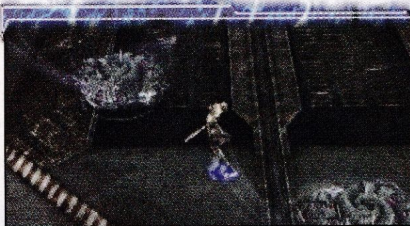
MOLLUSKS

BOSS BATTLE

Step a few feet into the room and Jake jumps into a recessed battle arena in the middle of the floor. A couple of spinning Orgamechs materialize in the arena. The boss battle begins....



EVASION

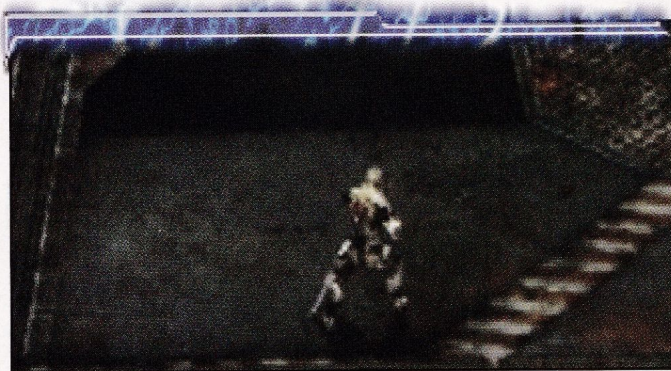


The two Mollusks are invulnerable while spinning and zipping across the arena floor. All you can do is try to avoid a collision. Stand in one place. This

lowers the chance of them hitting you. If they come your way, jump over them. If they keep bouncing in your direction, take a few steps in either direction. If you run around you are more likely to get hit.

PROJECTILE ATTACK

When the bosses stop spinning they shoot brown projectiles out in every direction. One shoots and then stops and then the other does the same. The brown projectiles shoot out in every direction but follow a straight path across the floor. If you can get between projectile paths you can avoid the attack altogether. If you get stuck in the path of the attack, raise your shield and block as many of the projectiles as you can.



FLOATER MINES

In a later stage of the battle the bosses deploy floater mines. These are completely harmless unless you jump up into one—then they hurt. If you stick



with the "stand still" strategy, these won't be a threat. The floating mines are destroyed the next time the boss(es) fire the next projectile attack.

DOWNTOWN

PORT FACILITY

EAST STREET

SEWER

WEST STREET

POWER PLANT

SIDE QUEST

NANO MACHINE LAB

BACK TO PORT FACILITY

RUNWAY

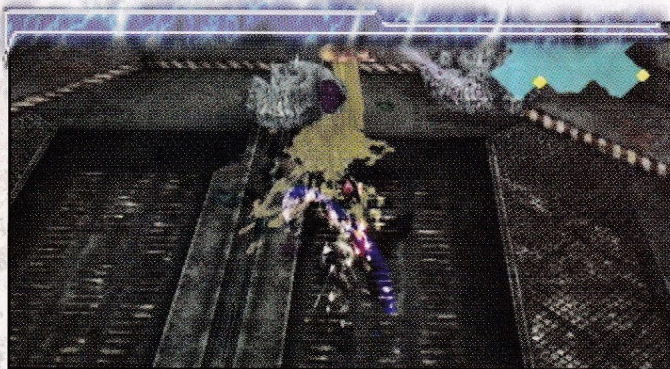
A PATH IS OPENED

RESEARCH LAB

NANO TOWER

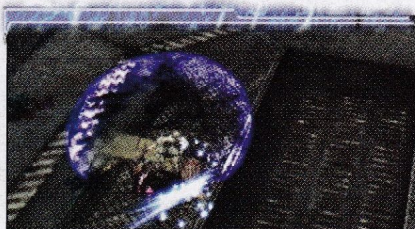
INFLICTING DAMAGE

When the bosses become stationary (just after firing a projectile attack) reposition yourself until you spot the opening in their shells. Use the capture move to pull the slug out of the shell and then start attacking it with vertical attacks and weapon transformation moves—try Juggle Hammer. If the little slimy pilot gets away, pull it back with the capture move and keep on it until it is destroyed. There are two slugs in each boss. Destroy each slug from one Mollusk and you destroy that boss. Try to concentrate on one boss at a time so that you only have to dodge one Mollusk in the later stages.

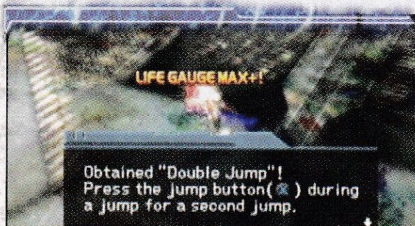


DEFEATING THE BOSS

You have just enough time to destroy one slug before the Mollusks start spinning and bouncing across the floor again. The further into the battle you are



the faster the move. Make sure that you are facing the hole in which the slug is peeking out of when you try to capture it. You cannot capture the slug inside the shell if you are standing where you cannot see the Mollusk's opening.



Once all four slugs are beaten and both Mollusks have exploded, Jake earns a **Life Gauge Max +** and a mysterious item appears on the arena floor. Smack it with the plasma blade and you obtain **Double Jump**. By the way, if you didn't earn double jump (Press the jump button during a jump for a second jump) there would be no way out of the deeply recessed arena floor! Double jump out of the arena floor, making sure to jump to an area above that is not blocked by a rail.



SPECIAL ITEM: BOOSTER GAUGE MAX +

Follow the green blip on the radar to a nook inside the arena's upper level. Walk up the fallen support beam leaning up against the wall. Once at the top of the ramp, double jump onto the nearby wall shelf and obtain the special item, **Booster Gauge Max +**.



MORE GOODIES



You shouldn't need any health at this time since you received full health after defeating the boss. But be aware that there's a glowing box (like the ones that

usually hold special items) in another nook in the room with a **Health Power-up**. Leave it there for a return trip when you may be in need.



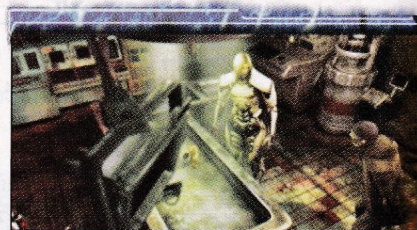
THE OLD HERMIT

Walk towards the next door (yellow blip on the map) and a cinematic begins.

In it, an old bearded man peeks out the Control Room and invites you in.

He explains that this is his home and he's repaired and built everything you see. He mentions the Power Plant, and that peaks your interest. He explains that the island

uses nanomachines to break down garbage for energy. He asks you to rid the monsters that have taken over the dump and the Power Plant.



AREA 11

CONTROL ROOM

Save your progress inside the control room. Notice that you still have access to the battle arena (area 10 on the map) but you cannot access the door on the far



wall in the control room. When you talk to the hermit (press **○** while facing him) your objective becomes clear: restore the power supply. Exit the room through the open door (yellow arrows) nearest the Save Crystal.

AREA 12

CHASM

CHASM CHALLENGE: STAGE 1



The chasm is a two-part classic platform challenge. You must use a vertically strike to activate the red button on the wall which set in motion the motor-

driven ceiling. The ceiling is closed when the light is red but slowly opens when the switch is activated and turns light blue.

There's a halfway point in the ceiling's movement that is symbolized by a loud clanking noise. This is the noise wwwmade when the ceiling halves are completely retracted and the ceiling is completely open. Then the two halves begin to close once again. You must make it to the ceiling before they close.

Use double jumps to jump from platform to platform working your way upwards until you are on the highest platform. You have time to miss a few jumps and still make it to the ceiling before it is out of reach or before they stop moving. If the motor stops you must return to the floor and hit the button again.

GREEN BLIP

The green blip you see on your on-screen map in the first chasm level represents a special item that is unattainable at this time. You need Glide in order to reach the drain where the special item is located. Yes, you will be returning to the chasm later in the game.

Jump from the highest platform to the top of the moving ceiling. You can grab onto the edge of the ceiling and throw yourself to the top if necessary (multiple **⊗** button presses). Once you are standing on top of the ceiling allow the gap in the (now) floor to seal before moving. This ends Stage 1 of the challenge.

CHASM CHALLENGE: STAGE 2



The next chasm platform challenge is similar to the first. But this time the wall platforms collapse after touching them. This means you must not linger while

standing on a platform or you'll fall. When you fall you usually fall all the way to the floor (the second level floor). The ceiling activation switch is on the right wall on the floor level.

The challenge is much tougher than the last and you may spend about 10 minutes trying to get through it. Knowing where to go once you make it to the top platforms is half the challenge. As you make your way to the topmost platforms begin working your way to the right. The topmost right platforms are the ones that allow you to reach the moving ceiling. Latch onto the edge of the ceiling as you did in the lower level and hop to the next floor.



SPECIAL ITEM: COMBO CHIP (LV.1)

To exit the chasm, jump up and grab the platform stretching across the top floor. Once on the platform, walk to the left towards the large yellow blip on the map and hop up to ledge circling the chasm. Either double jump to the raised walkway that runs along the outer wall or jump to the floor and use the stairs. Find the **Booster Power-up** and a **Combo Chip (Lv.1)** on the opposite side. Try setting the chip in the empty Vertical Attack level 1 chip slot.



EXITING THE SEWER

There are two doors in the room; one is locked (pink arrows) and the other leads to West Street (yellow arrows) exit the chasm to West Street.



DOWNTOWN

PORT FACILITY

EAST STREET

SEWER

WEST STREET

POWER PLANT

SIDE QUEST

NANO MACHINE LAB

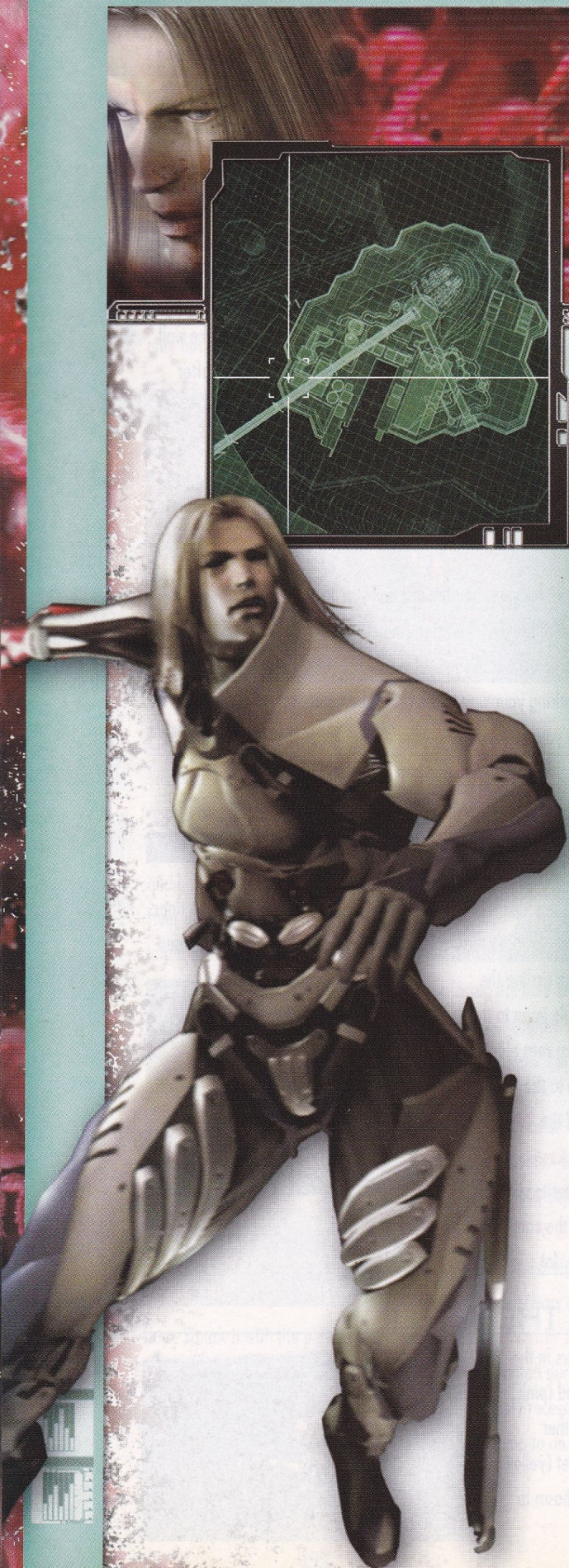
BACK TO PORT FACILITY

RUNWAY

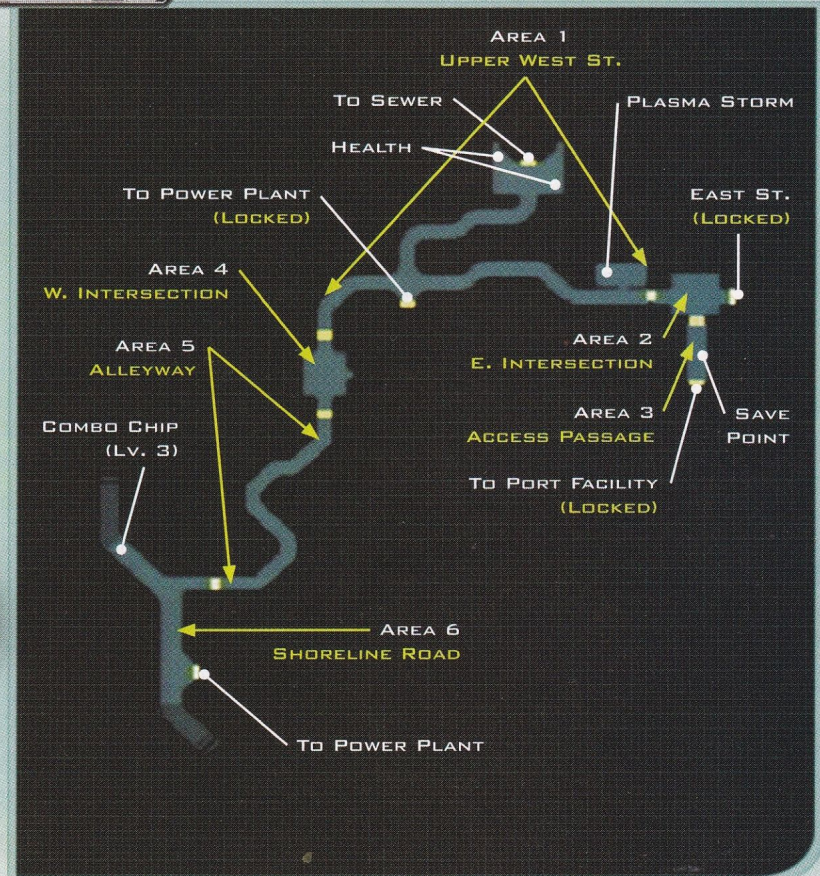
A PATH IS OPENED

RESEARCH LAB

NANO TOWER



WEST STREET



ENHANCEMENT ITEMS FOUND IN THIS LEVEL

Plasma Storm

East end of West Street in a parking lot

Combo Chip (Lv.3)

Shoreline road, southernmost area of West Street at a dead end



AREA 1 UPPER WEST STREET

Find the two **Health Power-ups** in glowing boxes to the left and right as you enter West Street. Defeat the two patrolling Beasts and move down the street to the first intersection.



Beasts in the intersection. Use some boost energy for Capture Critical if you must. Once you clear the intersection you can assess the situation more safely. The Power Plant door beyond the road barriers is locked. The road to the right (west) ultimately leads to an alternate entrance to the Power Plant. The road to the left (east) leads to a special item and a Save Point. It may be a good idea to head left to get the item and save your progress and then return to the intersection and continue west towards the unlocked Power Plant door.



SPECIAL ITEM: PLASMA STORM

Travel left (east) at the main intersection, battle the two large groups of Soldiers, followed by a few Beasts and turn left into the parking lot. Find the glowing box in the parking lot and smack it with the plasma blade to obtain the Booster, "Plasma Storm." When you activate this Booster, Jake automatically (and immediately) slams the ground where he stands. Plasma Storm effects a wide area around Jake and any enemy in the blast area receives heavy damage.

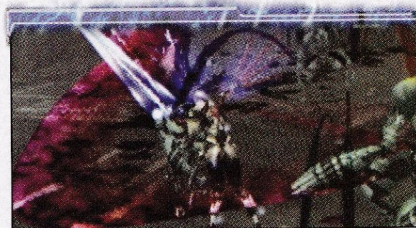


As soon as you take the special item a small army of Soldiers and Beasts creep up behind you. Quickly whip around and unleash the power of Plasma Storm in the middle of the angry mob. When the smoke clears, sweep up the survivors. When the coast is clear enter the door near the parking lot to access the East Intersection.



AREA 2 EAST INTERSECTION

Inside the small rectangular east intersection are a boatload of Soldiers and a few Armors. Concentrate on getting rid of the Armors first, since they have a tendency of rolling over you when you least expect it.



You can also knock the Armors over and clear some Soldiers and return to them just before they get back on their feet. You can also leave the area before the fight is finished, but if

you do this you miss out on all of the oil points. Notice that the locked door in this area leads to East Street. This passage opens later. When the battle is over, head through the south door and enter the access passage.



AREA 3 ACCESS PASSAGE

Inside the small access passage is a Save Crystal. Save your progress and notice the next doorway. This is currently locked, but later you will be able to use this passage as a shortcut to the Port Facility. Now, head back the way you came and return to the main intersection. Unfortunately, you meet up with all of the enemies that you just faced. Take the time and destroy them again for the oil points.



DOWNTOWN

PORT FACILITY

EAST STREET

SEWER

WEST STREET

POWER PLANT

SIDE QUEST

NANO MACHINE LAB

BACK TO PORT FACILITY

RUNWAY

A PATH IS OPENED

RESEARCH LAB

NANO TOWER



AREA 1

UPPER WEST STREET (INTERSECTION)



Back at the main intersection on West Street (near the locked Power Plant doorway) continue forward down the yet unexplored path. Along the

way you will encounter a couple Burst Fleas. Make sure if you capture a Burst Flea that you execute a finishing move, or you will do nothing more than assist them in attaching them to your own face. Slice 'em up with vertical attacks and enter the door at the end of the street.



AREA 4

WEST INTERSECTION

A new enemy is discovered in the west intersection, the Chicken Fatters. These fat, dopey characters are slow and completely harmless. They're nothing more than



a big bag of oil waiting to be popped. Use the Thrust Spear Lv.1 move to knock 'em over and continue poking at them with this move to quickly finish them off. When the three Chicken Fatters have been destroyed, head through the next door to access the dark alleyway.



AREA 5

ALLEYWAY

The dark alleyway is home to a new kind of enemy, the Laser Flowers. These hovering enemies have protective shells that only open just before they



attack. The Laser Flowers have a few different styles of attack; one is a laser ring that expands around it and travels a few feet off the ground (you can jump over this attack), the second is just like the previous only the laser is vertical (you can side step to miss this attack). The third laser attack is a focused laser beam that is somewhat aimed and moves in unpredictable directions. To avoid this one just jump and run as far away from the beam as you can.



To defeat the Laser Flowers you must use a transformation move to pop open the shell and then strike at their fleshy insides. Use capture to pull

the Laser Flower away from the others and attack it while you are out of range from the rest of the group. You can defeat these creatures with one hit using Capture-counter, but the shell must be open in order to do so.



AREA 6

SHORELINE ROAD



SPECIAL ITEM: COMBO CHIP (LV.3)

The shoreline road is absolutely infested with Soldiers and Dragonflies! They arrive in numbers like you've never seen before. Head to the right, as soon as you enter the street, and pick up the **Combo Chip (Lv.3)** item near the dead-end. Use it to complete the Vertical Attack Axe Lv.2 move, $\triangle, \triangle, \square + \square, \triangle$.



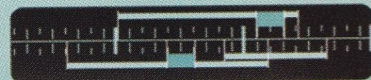
SHORELINE BATTLE



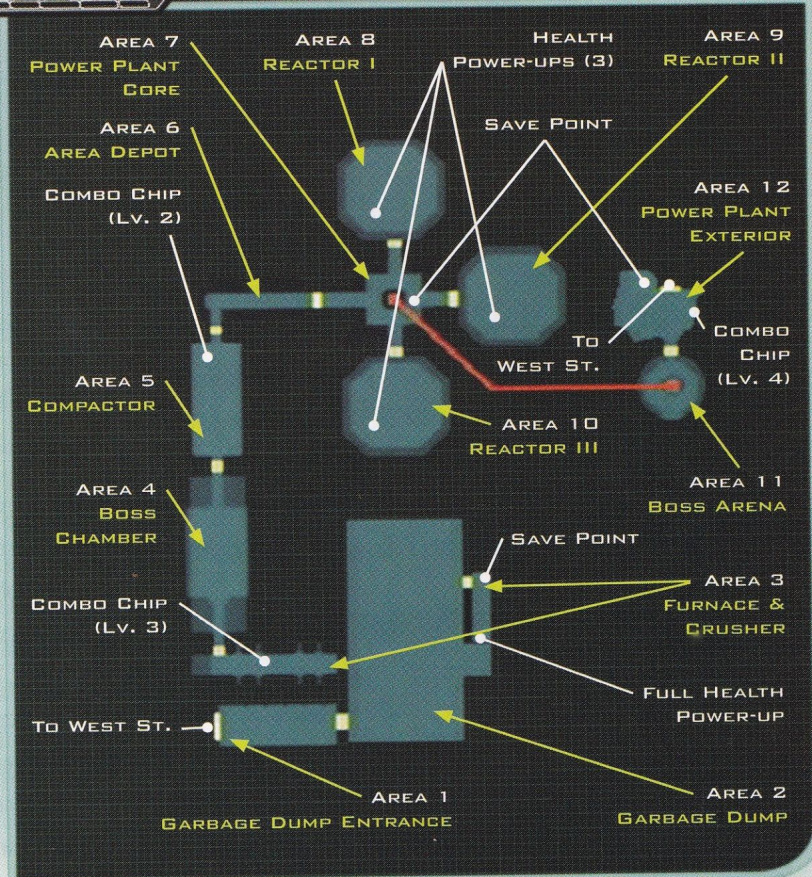
If you don't have enough booster energy to use Capture Critical start slicing and dicing until you do. Capture Critical will help reduce the enemies'

numbers quickly. Keep moving to avoid possible Dragonfly charges and continue to use the one-hit-kill from capturing and slicing even when Capture Critical runs out. By now you should be getting the feel for the capture and slice move without the assistance of Capture Critical.

Keep retreating to keep the distance you need to perform this move. Use 360 degree clearing moves such as Horizontal Great Sword ($\square, \triangle, \triangle$) when surrounded. When the battle is over, explore the opposite end of the street and exit through the large door on the left that reads, "Gate-D01 Garbage Dump." This places you in the Power Plant.



POWER PLANT



ENHANCEMENT ITEMS FOUND IN THIS LEVEL

| | |
|-------------------|---------------------------------|
| Combo Chip (Lv.3) | Area 3: Crusher catwalk |
| Combo Chip (Lv.2) | Area 5: Compactor (lower level) |
| Combo Chip (Lv.4) | Area 12: Plant Exterior |



AREA 1

GARBAGE DUMP ENTRANCE

Jake discovers that he can use the Garbage Dump as a backdoor into the Power Plant. Luckily, the Garbage Dump is accessible. If you have enough boost energy for a Plasma Storm attack, go ahead and select this just before or immediately upon entering the entrance. Inside the entryway is a Chicken Fatter, however, don't use the Plasma Storm on him.



As you approach the Chicken Fatter, a colony of Burst Fleas rises out of the ground around the fat Orgamech. Get within range and unleash Plasma

Storm to wipe out all of these tiny pests. You must activate this attack quickly before they jump on you. It only takes one Burst Flea to render you immobile. After the blast, it only takes a few more hits to finish off the Chicken Fatter. Exit the first room through the next door.



AREA 2:

GARBAGE DUMP



When you enter the first dump area, you are on a high ledge and unable to move deeper into the stage. A giant mechanical claw will pursue you throughout

this entire area, and if you stand in one place too long you risk being crushed as the claw drops. This causes considerable damage. To avoid the claw, watch the ground for its shadow as it hovers above you. You'll know when it is about to drop when its shadow grows twice as large. This means the claws are opening and you only have a second to clear away before it drops.

Jump down and use vertical attacks to finish off the crawling torsos of some unfortunate Soldiers that obviously fell prey to the claw. Continue around the



next bend in the twisting pathway and do battle with a Laser Flower, a swarm of Hover Flies, some Worms and a few Burst Fleas. Vertical attacks work nicely for this group, as well as the Juggle Hammer. Carefully select your targets when using Capture-counter, and don't capture Burst Fleas unless you are sure you can slice them before they latch onto your face.

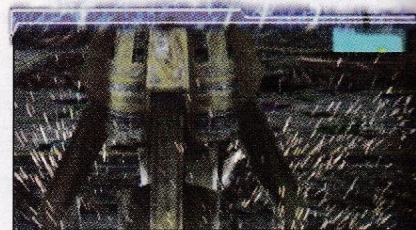
EXITING THE DUMP



More of the same enemies are found through the remaining twisting pathway of the dump. Fight your way along the path while avoiding the claw and

locate the floor panels near the end of the pathway. The furthest floor panel has a sign above it that says, "Emergency Exit." Fend off the enemies around the floor panel area and stand on the panel. Center yourself in the middle of the panel and somewhat close to the wall. When you see the claw's shadow above you, jet out of the way just before it drops.

The claw will not drop if you are standing too close to the wall. Back away from the wall if this is a problem. The claw must drop twice on the floor panel in order to break through and reveal the exit below. Once the exit is revealed, head through the doorway to the area below the dump.



AREA 3:

FURNACE & CRUSHER

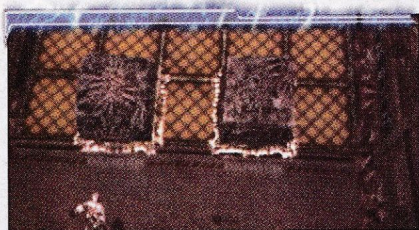
Grab the full **Health Power-up** at the end of the pathway near the rail and head back to the entrance and save your progress. Return to the end of the

pathway and jump over the rail to the furnace below.



FURNACE

The furnace floor is glowing with hot magma. Compacted trash cubes fall from above and into the burning floor. You must use these dropping cubes as platforms to safely reach the other side. If you land on the floor, jump to a nearby trash cube quickly; the longer you stand in the fire the more damage you take. If your health is all but lost it's better to just die and continue from the save point area and try it again; you need to retain as much health as possible because there is a boss fight immediately following the crusher section of this area.

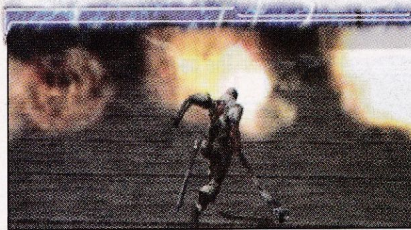


A double jump can get you across three fiery floor tiles at once. There is a gate here that divides the two furnace floors. If you are on the fourth tile from

the divider gate you can make the jump to the top of the gate. Make sure that when you jump to the top of the gate there is a block below you on the opposite side; you cannot redirect your position once you have latched to the top of the gate. Since Jake's single jump covers so much ground, it's actually easier to jump a couple tile lengths than it is to jump to a single tile. Once out of the furnace, head through the exit in the following room to access the crusher.

THE CRUSHER

Jump down from the ledge as you enter the crusher room. Once on the lower level you quickly realize that you are standing on a conveyor belt. The conveyor moves towards the rolling, crushing cylinder at the opposite end of the room. There are three chutes on either side of the room. Soldiers issue non-stop from these chutes until you solve the puzzle. The crusher is too large to double jump over, and you cannot enter any of the enemies' chutes.



The key to getting out of the crusher is to destroy the crushing cylinder. To do this you must use throw moves to knock the Orgamechs into the

cylinder. The best move to use is Juggle Great Sword: $\Delta + \Delta$, $\Delta + \Delta$. Make sure not to touch the crushing cylinder, or you will take serious damage as you are knocked back onto the floor. If you cannot get up in time, you could possibly be drawn back into the crusher—it's a vicious cycle.



SPECIAL ITEM: COMBO CHIP (LV.3)

After disintegrating the crusher, jump over the rubble and up onto the mechanism beyond it. Jump from the platform to the raised walkway to the left. Follow the walkway and smack the glowing box to receive **Combo Chip (Lv.3)**. There are two level 3 slots in each of the attack categories except Juggle. Now, follow the walkway around to the door and exit the crusher room.



AREA 4:

BOSS CHAMBER



BOSS BATTLE:

BIG HAND

BOSS DETAILS

Inside the large boss chamber a walkway that leads to the exit retracts and prevents your escape. A large Orgamech monster appears before you.



The Big Hand must be defeated to open the exit. This large beast often stops to release some large green lasers from its monstrous hands. These can be reflected back with your shield. Select Auto-Laser Reflect as the battle begins to make this task easier.

DOWNTOWN

PORT FACILITY

EAST STREET

SEWER

WEST STREET

POWER PLANT

SIDE QUEST

NANO MACHINE LAB

BACK TO PORT FACILITY

RUNWAY

A PATH IS OPENED

RESEARCH LAB

NANO TOWER

DEFEATING THE BOSS



The beast is actually two Orgamechs in one. Use capture to pull the legs out from under the torso. Defeat the legs (with any style of attack) before

they reattach to the torso. This leaves the torso hovering about the chamber on its own and the torso is the toughest part to destroy. Avoid its large hands as they search and drill. The beast chases you around the chamber and only stops to shoot green lasers. Although this boss scary looking, the easiest way to destroy it is with face to face combat moves—laser reflection can lead to unnecessary damage if you fail to raise the shield in time.

Simply run up to the beast and start beating on it with your favorite transformation moves. When the boss activates its own shield, use a



transformation move like Juggle Hammer Lv.1 to break through its defense. Follow immediately with more combos before it raises its shield again. If you continue this chain of attacks you will cancel all of the boss's attempts at attacks and defense and you'll have him beat within a minute! After defeating the boss, the walkway to the exit lowers. It's easy to get turned around in this chamber; both sides look alike. Exit the room through the doorway with the arrows pointing towards the door and not into the room.

AREA 5 COMPACTOR

The compactor room is a tall 2-level chamber. The upper half (the level you enter) is a series of incomplete beams that can be used as platforms to cross the room.

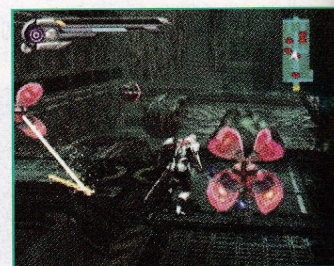
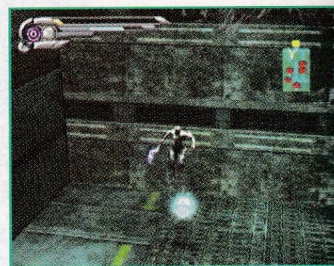


The upper half happens to be guarded by a handful of Laser Flowers, and the lower half of the chamber is 75% trash compactor. There is a small area on the bottom level where you can stand and not get crushed. If you fall down into the lower half of the chamber you must run towards this safe area to avoid being crushed to death.



SPECIAL ITEM: COMBO CHIP (LV.2)

Capture and destroy the Laser Flowers without falling to the lower floor (or avoid them the best you can), and Use the beam to reach the ledge (near the exit doorway) on the opposite side of the room. Turn and face the room while on the exit ledge, walk to the left side of the ledge, and drop into the compactor below. The goal is to land directly on top of the special item below—a **Combo Chip (Lv.2)**. Getting this right may take a few Continues. If you do not land directly on top of the item you hardly have time to run to safety before the moving walls crush you.



Find the low ledge on the wall, to the right in the safe area, of the floor level. Use this to reach the upper level beams. Once you successfully obtain the Combo Chip without being crushed, exit the room through the far doorway.



AREA 6 AREA DEPOT



The Area Depot is an L-shaped catwalk that leads to the power plant core and the walkway is littered with Worms who are supported by their winged comrades,

the Dragonflies. If you need health and Booster power, stand and fight—you'll definitely pick up some Booster energy, get a couple Health Power-ups, and bonuses from oil points. When you've had enough, or when the battle is won, head into the next doorway to access the plant core.



AREA 7

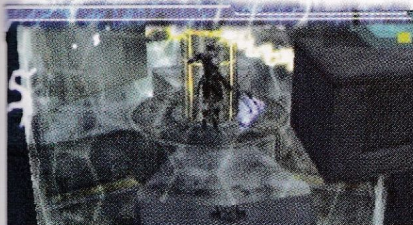
POWER PLANT CORE

Inside the core are four doors and a save point. The doorway directly in front of you is an elevator entrance. This elevator becomes operational once you complete the challenge behind the three other doors in the room. Walk behind the middle column (the elevator shaft) and save your game using the Save Crystal. Walk into the first door on the left ("left" as you enter the plant core).



AREA 8

REACTOR I



The reactor puzzle in each of the three rooms is very similar to each other, however, Reactor I is the easiest, which makes it a good one to start with. Jump up onto any of the half-cylinder platforms protruding from the reactor. Jump from one platform to the next higher one using the platforms as giant steps

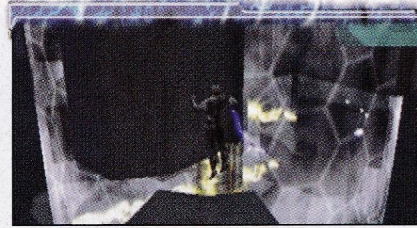
to reach the top of the reactor. A **Health Power-up** and a switch are on the top platform. Smack the switch with your plasma blade to retract the reactor. With that done, exit the room and head into the adjacent reactor chamber.



AREA 9

REACTOR II

The reactor challenge in the second reactor room is just a bit dicier than the first. This time the platforms are orbiting the reactor. You must jump from the cylinder platforms to the smaller moving ones. Be sure not to jump into the electrical current connecting the moving platform to the reactor.



Hitting it causes you to fall. Instead, jump out to the edge of the moving platform as it approaches, or as it leaves. Continue this tactic until you reach the top where you again find another **Health Power-up** and a reactor switch. Hit the switch to retract the reactor and head into the final reactor room.



AREA 10

REACTOR III



The final reactor challenge is the toughest, but just a bit tougher than the last. This time there are more moving platforms, and each row of them moves in opposite directions. So you have clockwise and counterclockwise moving platforms. This often causes a problem if you stand in one place for too long—

you can get knocked off your platform by a higher one moving in the opposite direction. The key is to jump from one level to the next without slowing down. Once you make it to the top a **Health Power-up**, as well as the last reactor switch are discovered. Slash the switch and return to the core.

DOWNTOWN

PORT FACILITY

EAST STREET

SEWER

WEST STREET

POWER PLANT

SIDE QUEST

NANO MACHINE LAB

BACK TO PORT FACILITY

RUNWAY

A PATH IS OPENED

RESEARCH LAB

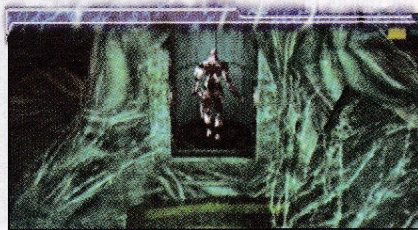
NANO TOWER



AREA 7

PLANT CORE

Save your progress and enter the elevator. Notice that "Emergency Exit Only" written on the floor before the elevator door. The now operational elevator takes you into the boss arena above.



AREA 11

BOSS ARENA



THE JOKER

BOSS BATTLE

As you exit the elevator the source of the power fluctuation problem in the power plant becomes obvious. Seems someone left the door open and let in eight very ugly snake-turtle thingies. The Joker is eight individual Orgamechs most of which contain a single "Bit." (There are 7 Bits in all).



When the battle begins, two of the Bits hover inches above the floor and are joined by a single laser. These joined Bits are what bring the pain. The

more Bits pulled from their host (pulled using capture techniques) the larger and more dangerous the hovering conglomerate becomes. This makes it more difficult to avoid.

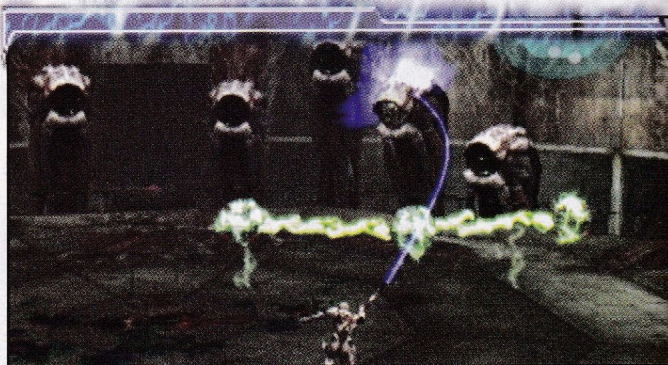


EVASION

The two floating enemies become a triple threat when an additional turtle-pod is pulled from its host. When a fourth is released it latches on to the cluster and becomes similar to a striking hammer. This is bad. You should quickly capture a fifth to make the hovering cluster easier to deal with. When five turtle-pods are on the floor you have a tri-cluster with a duo-cluster sidekick roaming the floor. This combination is the easiest to deal with. They must be avoided, but avoidance is manageable.



Perform evasive maneuvers and jump over the lasers when you cannot dodge or run from them. When all but one Bit is extracted from its host, the cluster on the floor glows orange and hovers at a quicker pace. It strikes out at you as one Bit is thrown towards you yet still connected by a single umbilical laser. This attack pattern dies down shortly allowing you to take a stand and put an end to this battle.



INFLECTING DAMAGE



The quickest way to defeat the boss is to pull out all of the Bits from their snaky hosts (look for the orange dots on the map to quickly locate them) until you are left with one single Bit (orange arrowhead on the map). Pull it out of its host and begin attacking it with everything you got. The more quickly you can

destroy it the sooner the battle will end. While attacking the lone Bit you must avoid the hovering laser cluster that tries to protect it.

DEFEATING THE BOSS

Run to safe areas away from the laser cluster and pull the remaining Bit towards you—away from danger. Beat on it as it tries to crawl to safety, or back to a host. If it gets too close to the cluster, or if the cluster becomes dangerously close to you, move and pull one to you again and continue the assault. Once the long health gauge is drained, the boss is defeated and you are able to exit the chamber. You receive a **Life Gauge +** bonus at the end of the battle. Exit the chamber through the unlocked door.



AREA 12: POWER PLANT EXTERIOR



SPECIAL ITEM: COMBO CHIP (LV.4)

Outside the power plant you can easily find a **Combo Chip (Lv.4)** near the gate and a Save Crystal in the distance to the left of the gate. This is your first Level 4 chip. You could use it to complete Thrust Spear Level 3, or Vertical Attack Axe Level 3. You may have to

shuffle some other chips to make it work, but it's worth it. Now its time to head back to the port control tower. Going through the unlocked gate places you back on West Street.



DOWNTOWN

PORT FACILITY

EAST STREET

SEWER

WEST STREET

POWER PLANT

SIDE QUEST

NANO MACHINE LAB

BACK TO PORT FACILITY

RUNWAY

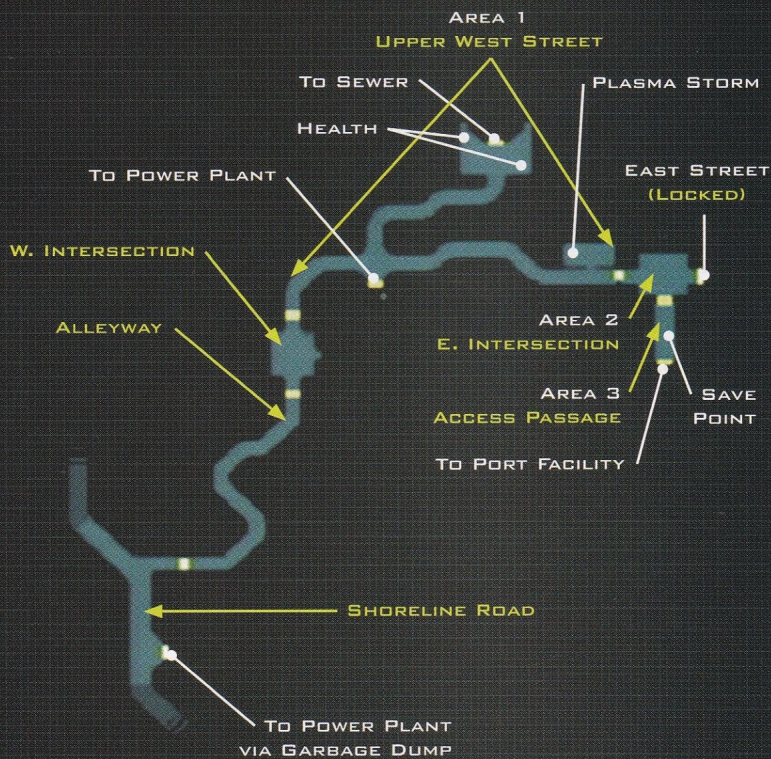
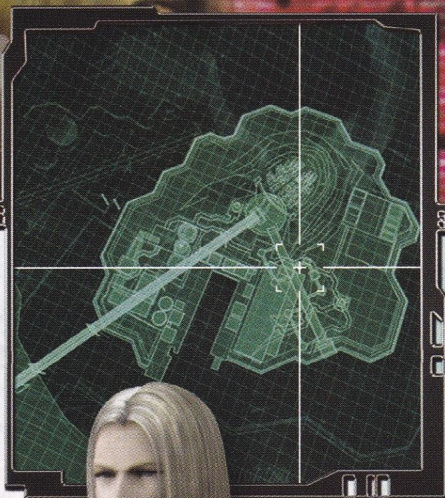
A PATH IS OPENED

RESEARCH LAB

NANO TOWER



SIDE QUEST



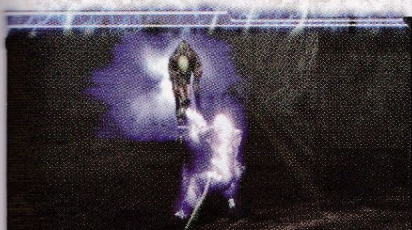
ENHANCEMENT ITEMS FOUND IN THIS LEVEL

| | |
|-------------------|--|
| Combo Chip (Lv.2) | Talk to the hermit in the Sewer Control Room (Area 11) |
| Combo Chip Ultra | Defeat the enemies in the bonus Battle Arena sewer fight (Area 10) |
| Plasma Storm | Parking Lot Upper West. Street (if not previously obtained) |



AREA 1 UPPER WEST STREET

The primary goal at this point is to return to the Port Facility Control Tower to check on Michelle. The door to the Port Facility in the Access Passage (Area 3 on West Street map) is now unlocked creating a shortcut to the port. But, there are some advantages to visiting the hermit in the sewer control room first. We'll get back to Michelle in a little while.



When passing through the Power Plant exterior door, near the Save Crystal, you enter West Street through a previously inaccessible doorway. You should now be standing in the main intersection of West Street. To your left is the path that leads back to the Garbage Dump; to the right is the path that leads to the access passage with the newly unlocked Port Facility door (the route to Michelle); and straight ahead is the path that leads to the Sewer. This is where you should go at the moment. All around you are materializing enemies that you've defeated before. Take 'em out again.

If you left Health Power-ups near the exit that leads to the sewers (north up the middle street) then they'll still be waiting for you. If you don't need them again, leave them be—you may need them when you return.

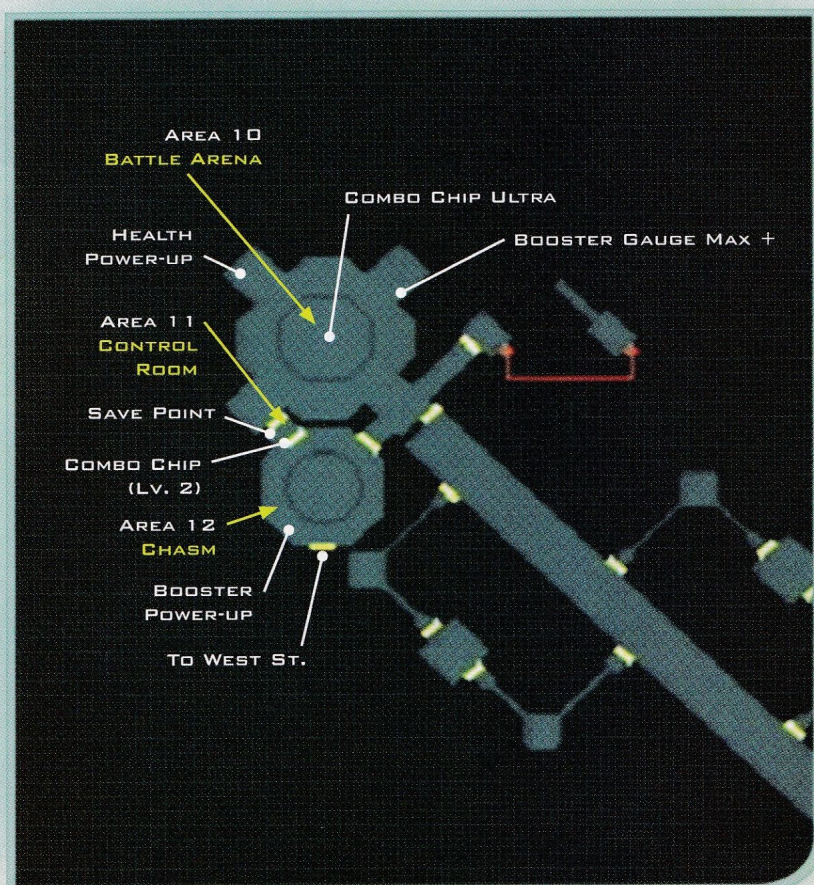


SEWER REVISITED

AREA 12: CHASM



You enter the sewer area through the chasm. There's no need to jump back into the chasm and get to the lower level, the elevator along the chasm inner wall is now operational. Follow the inside wall around until you find the small elevator door and enter it to access the sewer control room below.




| | |
|-----------------------|-----|
| DOWNTOWN | 100 |
| PORT FACILITY | 100 |
| EAST STREET | 100 |
| SEWER | 100 |
| WEST STREET | 100 |
| POWER PLANT | 100 |
| SIDE QUEST | 100 |
| NANO MACHINE LAB | 100 |
| BACK TO PORT FACILITY | 100 |
| RUNWAY | 100 |
| A PATH IS OPENED | 100 |
| RESEARCH LAB | 100 |
| NANO TOWER | 100 |

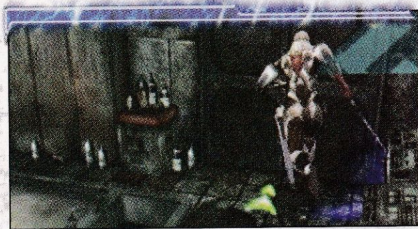
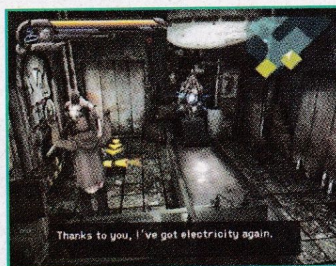
AREA 11: CONTROL ROOM



SPECIAL ITEM: COMBO CHIP (LV.2)

In the sewer control room, walk up to the hermit and press the  button to interact with him. He thanks you for returning power to his home and hands you a gift:

Combo Chip (Lv.2). Use the chip to fill the slot in the Horizontal Attack menu. There are 4, Level 2 slots to fill in the Horizontal category, but the one in the top slot to complete Scythe Lv.2 may be the best choice. This is a very handy move. Multiple enemies can be sliced in half when your Limiter is removed. Your Limiter is like a governor screw on a vehicle, it keeps you from being too dangerous. When you are doing a lot of damage in battle (killing and taking no damage for a certain length of time) your wings extend. This is a sign that your Limiter is removed. The next time this happens, unleash Horizontal Scythe Level 2 on a group of enemies and watch the results.



Your job is done in the control room. You could head back to the Port Facility now, or you could continue on with your treasure hunt. Let's let

Michelle wait a little longer. What's the worst that could happen? Exit the control room through the door in the far corner, this takes you to Area 10: Battle Arena.

AREA 10: BATTLE ARENA

If you didn't pick up the Health Power-up or the Booster Gauge Max + in the Battle Arena the last time you came through, do so now. Be healthy before jumping into the battle pit. When you do, a bonus battle begins.



Be prepared for a lengthy battle consisting of a few rounds with various low-threat enemies. The first round is a bout with around four Soldiers. When you defeat them a pack of Beasts appears all at once.




Use Capture Critical to defeat these enemies quickly. Finish off the pack and a mixed group of Soldiers and Armors materialize. Defeat this group and another just like it materializes. Use area effect transition moves and Capture Critical whenever it is possible.



SPECIAL ITEM: COMBO CHIP (ULTRA)

A very special item appears in the middle of the floor after defeating the last group: **Combo Chip (Ultra)**. This chip can be equipped to any empty Combo Chip slot (level 1 through level 5). You could have the Juggle Boomerang move now... if you desire. This move

is the best for taking out multiple units of low-threat enemies such as Burst Fleas and Worms. It even does a fair job on Hover Flies and Beetles. Or, having Vertical Great Sword ( x 5) is a powerful move that is easy to perform. The choice is yours.



RETURN TRIP

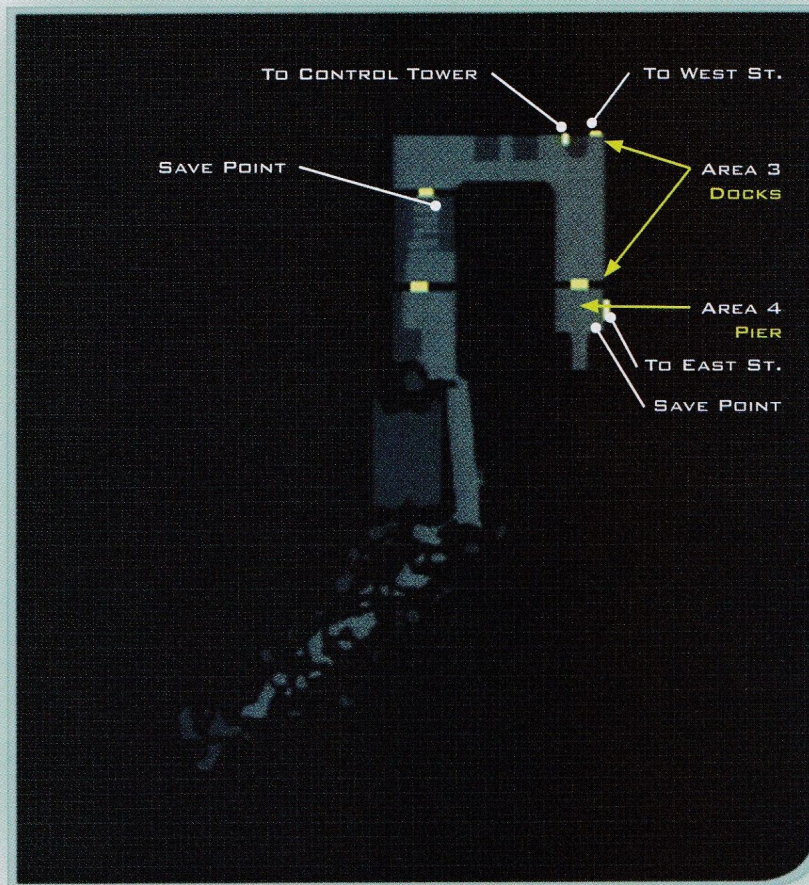
Now return to the control room, save your progress, head out the elevator door, and return to West Street through the chasm doorway. Take the left path



at the intersection and run past the Plasma Storm parking lot. Yes, you will have to battle old enemies again... or you can choose to run past them. Enter the E. Intersection area, then enter the next door on the right to gain entry to the Access Passage. The door to the Port Facility is now unlocked, head through it.



PORT FACILITY



DOWNTOWN

PORT FACILITY

EAST STREET

SEWER

WEST STREET

POWER PLANT

SIDE QUEST

NANO MACHINE LAB

BACK TO PORT FACILITY

RUNWAY

A PATH IS OPENED

RESEARCH LAB

NANO TOWER

The Port Facility is crawling with Soldiers. If you venture much further than the control tower area they materialize and continue to materialize for quite some time. The best option is to stand and fight. Killing Soldiers at this point is like swatting flies and the oil points and fighting experience gained is well worth it. If you don't have the patients for it, go ahead and approach the control tower door. As you approach it a cinematic begins....



CONTROL TOWER: MICHELLE IN PERIL

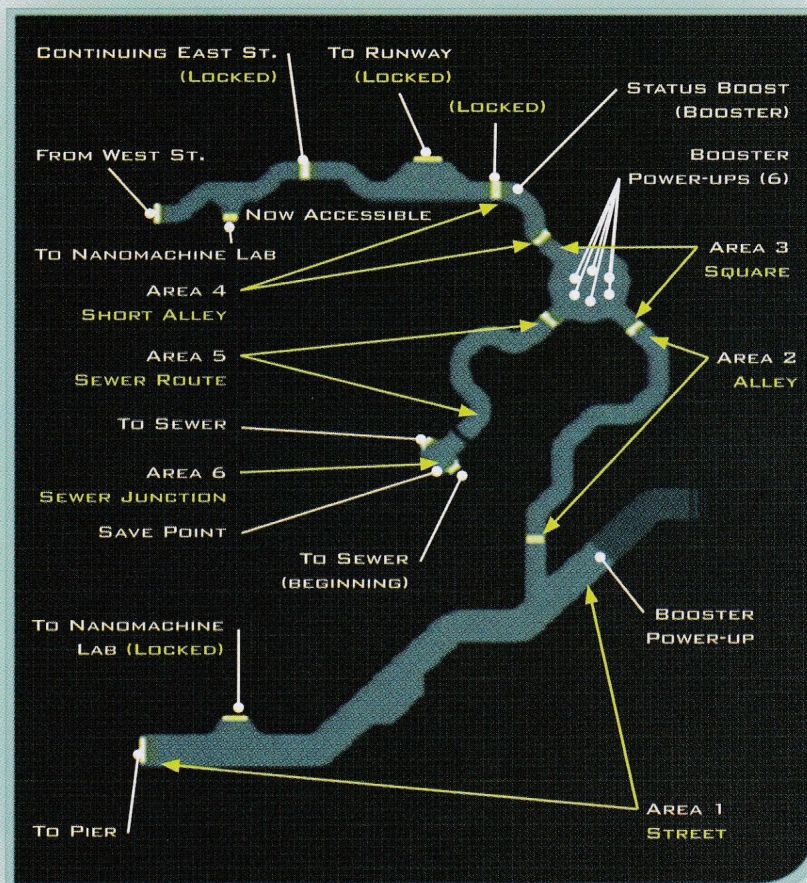


Maybe we shouldn't have left her alone so long, huh? Just kidding, there's no way around it, when Jake returns to the Control Tower, Michelle is found lying unconscious on the floor. She wakes in a bad mood— she believes she's turning into an Orgamech! Jake asks her how that is possible without nanomachine injections. She explains that the nanomachines are like an airborne virus.

The implications of this are disastrous; this means the infestation could easily leave the island and affect the world. Michelle explains that Ampules may be their only hope. They contain a drug that suppresses the nanomachines' ability to self-replicate. She remembers that there are Ampules stored in the Nanomachine Creation Lab. Your new objective is to reach it.



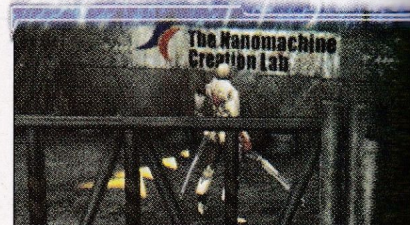
TO THE NANOMACHINE LAB



After the cinematic you find yourself outside the Control Tower once again. Return to the nearby door that accesses West Street (yes, the one you just came through only minutes ago). Pass through the Access Passage and fight your way through the riffraff of the East Intersection (Arwea 2). Exit the intersection through the now unlocked door to the right. This will place you on East Street in a previously inaccessible location (see East Street map).

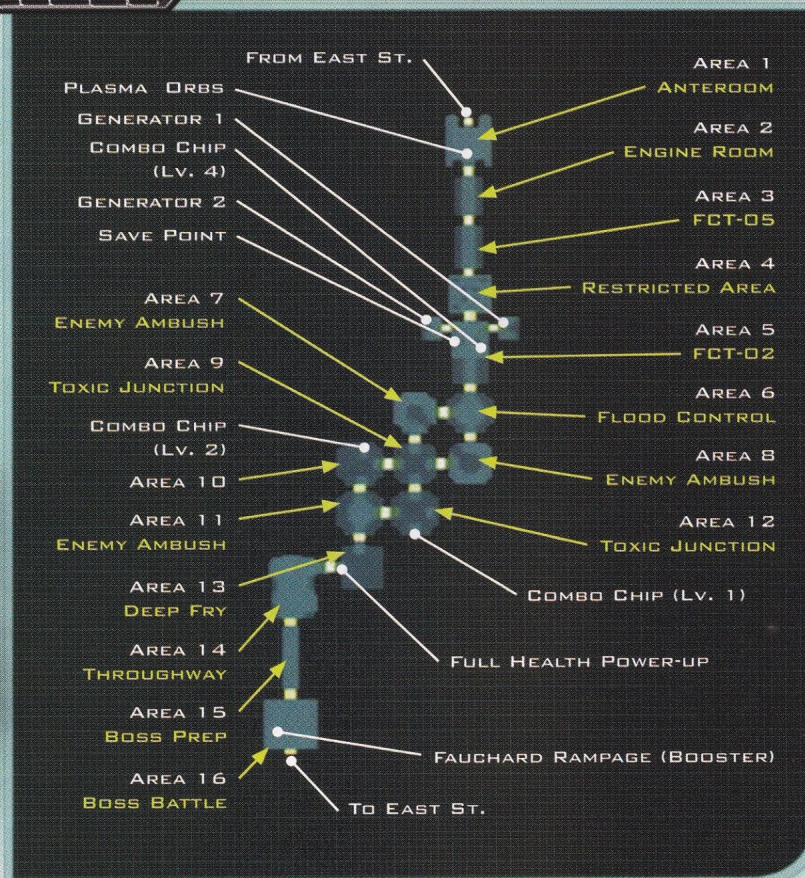
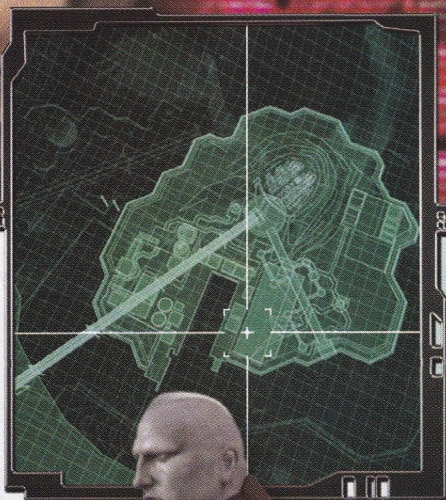
EAST STREET

The now accessible section of East Street is home to some Armors. Stand and fight, or continue onward dodging their advances. Follow the street while keeping your eyes to the right side. When you see the barricaded door to the right, find the opening in the rails or jump over to reach the Nanomachine Creation Lab doorway (yellow blip on the map).





NANO MACHINE LAB



ENHANCEMENT ITEMS FOUND IN THIS LEVEL

Plasma Orbs
Combo Chip (Lv.4)
Combo Chip (Lv.2)
Combo Chip (Lv.1)
Fauchard Rampage

Area 1: Anteroom
Area 5: FCT-02
Area 10: Toxic Junction
Area 12: Toxic Junction
Smash glowing box after beating Keith in Area 15



AREA 1

ANTEROOM

As you push toward the item located near the anteroom's exit a short cinematic shows Jake being watched from above by an old friend. Nothing comes of it... yet. Exit the room after picking up the special item in front of the door.



SPECIAL ITEM: PLASMA ORBS

Strike the glowing box near the exit to obtain **Plasma Orbs**. This is an awesome Booster and like any Booster, Plasma Orbs grow stronger the more you use them. This Booster creates orbs that orbit around you while damaging enemies the orbs hit. It's great for battling large groups of enemies that tend to surround you. This Booster will surely become a new favorite.



AREA 2

ENGINE ROOM



The next small room contains six Beetles. These guys shoot yellow laser projectiles that cannot be reflected off your shield. You can block them, but

you cannot bounce them back. Your best bet is to use the Capture-counter against them. They will not move away from the engines they hover above, so this is the only option.



AREA 3

FCT-05

The next room is much like the last, but the enemies are slightly different. The Beetles are like Laser Flowers, but they have the ability to shoot either yellow or green lasers at will. They also wind themselves up and shoot towards you like a flying drill. All of these attacks can be blocked with your shield. These enemies often drop small Health Power-ups.



AREA 4

RESTRICTED AREA



Inside the Restricted Area are many fragile glass tanks containing a very toxic liquid. If you smash a tank make sure to jump away from the spilled liquid

as soon as possible. If you stand in the liquid you take damage. As soon as you enter the room many Soldiers begin to materialize. The toxic tanks make the battle in this room all that much more dangerous. Unfortunately, the liquid has no adverse effect on the enemy. You can leave the room any time you desire; you do not need to fight if you don't want to.



AREA 5

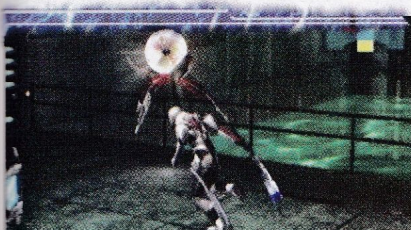
FCT-02

Area FCT-02 is also full of this toxic substance. You must enter the two generator rooms on the left and right side of the room to drain the liquid from the area. Once you are inside a generator room you'll find Worms all over the machinery.





Capture the little creatures and slice them up. Once all of them are destroyed the generator becomes operational again. Use the on-screen map to help locate all the creatures on the generators (they appear as red dots on the map). Once both generators are operating again the toxins drain from the room. This allows you to reach the next door, but it also reveals some enemies.



Be on your toes when you reenter FCT-02 after draining the toxins. Inside are Beetles, Spinning Rays, and a couple of Brilliant Flowers. This is your first

encounter with a Brilliant Flower; you'll see plenty of these from here on out. The creature with the crystal ball-looking head is a Brilliant Flower. They prevent you from using the plasma blade's capture feature. When you try to capture any creature in a room where a Brilliant Flower is present, your plasma stream is drawn and held by this creature. They are harmless, but oh so durable. It takes many hard-hitting combos to take out one quickly. As soon as you defeat them you can capture the other creatures in the room.



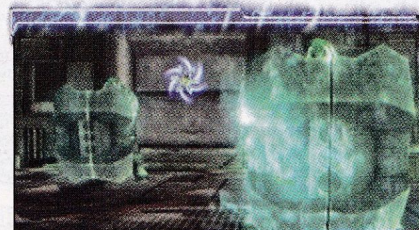
SPECIAL ITEM: COMBO CHIP (LV.4)

Smash the item box on the left side of the lower tier of the room. Inside the box is a **Combo Chip (Lv.4)**. Place the chip where you like, but you may be able to complete Vertical Attack Ax Lv.3 at this point provided you've placed a level 3 chip earlier in the combo chain. The same is true for Thrust Spear Lv.3. These are two very useful moves.



AREA 6: FLOOD CONTROL

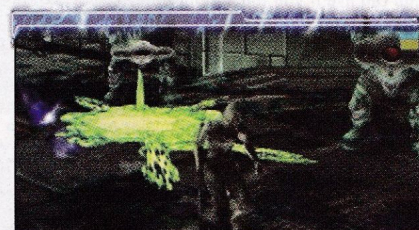
As you enter Area 6 the exits seal and two Double Shielders materialize. They are big, slow and carry large impenetrable shields. They swing and push their shields around causing you contact damage. They can also spread their shield apart and crash it together like a large vertical chomping mouth and swing it around 180 degrees, so you aren't always safe when beside them. You can go over the rail in this room and into the toxic liquid below, so be sure to jump out quickly if you fall in.



The key to beating the Double Shielders is to get behind them and hack at their backs. Keep attacking to cancel any moves they decide to

make. An alternative way to defeat them is to capture their shields when they start chomping them like jaws. You cannot pull the shield away when it's not in motion. Pull the shield to the ground, slice it up, and start attacking the Double Shielder that dropped it. The shield is a part of their body, so when it's removed it leaves a big gaping hole.

The creature begins to vomit toxic fluids out of its new orifice. At this point, the Double Shielder is otherwise harmless, as long as you stay away from the



toxic ooze. It'll just stand there and take a beating. Using Plasma Orbs from the beginning of the battle works like a charm. Use one Boost for each enemy in conjunction with some swift combos and you'll have 'em licked in no time. Once both Double Shielders are destroyed the exits become accessible.

DIRECTIONAL CHOICE

Two new doorways open when you defeat the Double Shielders: one straight ahead and another to the right. You do not need to enter each one of the rooms beyond these two doors. There are two paths you can take to get to your final destination. The suggested route skips the room to the right, since it only leads to a Soldier ambush and there are no items to be had.

DOWNTOWN

PORT
FACILITY

EAST
STREET

SEWER

WEST
STREET

POWER
PLANT

SIDE
QUEST

NANO
MACHINE LAB

BACK TO
PORT
FACILITY

RUNWAY

A PATH
IS OPENED

RESEARCH
LAB

NANO
TOWER



AREA 8

Heading straight through Area 6 places you in the Area 8 chamber. As you enter Area 8 the exits seal and Rush Fatters attack. You must defeat these 4



big brutes to lower the force fields from the exits. The Rush Fatters are very similar to the Chicken Fatters except the Rush Fatters will attack; they swing their arms and perform a short charge attack. Use the same tactics you would use on a Chicken Fatter to defeat them. Once you knock them over they're as good as dead, and once you defeat these enemies you can exit the chamber through the doorway on the opposite side of the central column to enter Area 9.



AREA 9

TOXIC JUNCTION



Area 9 is a junction with no enemies. You must avoid the toxic liquid by jumping across the floating platforms. They sink shortly after you touch them, so

you must not linger on one for very long. Just jump until you reach the ledge. You can live if you fall into the water, but the sooner you get out the less life the liquid drains from your life gauge. There are three doors in this room: the one you just entered through, another to your left and another to your right. The one to your right leads to the Soldier ambush room. The one to the left leads to Area 12 and the one straight ahead leads to Area 10. Jump to the ledge straight ahead of you to enter Area 10.



AREA 10:

TOXIC JUNCTION

Area 10 is another toxic, liquid-filled junction with floating platforms and no enemies. The platforms in this room are moving, but they won't sink.



SPECIAL ITEM: COMBO CHIP (LV.2)

In the back of the room is a **Combo Chip (Lv.2)**. Jump from the entry ledge to the nearest moving, floating platform until you approach the small column protruding from the toxic pool. Jump to the top of it. Now jump from the top of the column to the floating platform that moves around the back area of the chamber. Step to the front edge of the platform so that when you jump to the Combo Chip you'll land on the platform and not in the toxic liquid below.



Continue to ride the platform as it nears the final floating platform in the room. Jump to it and finally to the platform on the left side of the room. Exit the room through the door on this platform to enter Area 11.



AREA 11



Again, as you enter the new chamber the exits are sealed and the creatures within must be destroyed in order to escape. This room contains two Brilliant

Flowers and a few Laser Flowers. Since the Laser Flowers aren't that deadly it's best to take them out first, then work on the Brilliant Flowers. If the Laser Flowers are being difficult, remember you can block their laser attacks by raising your shield quickly.

Once you defeat the Laser Flowers you have all the time in the world to work on the Brilliant Flowers. When the exits are clear, head through the exit on the right. This places you in Area 12 to obtain a special item.



AREA 12 TOXIC JUNCTION



SPECIAL ITEM: COMBO CHIP (LV.1)

Area 12 is yet another toxin-filled junction with no enemies, but there are plenty of floating platforms here. Jump to the closest platform and then to the next. Jump from this platform to the ledge on the right. Smash the glowing box to obtain **Combo Chip (Lv.1)**.

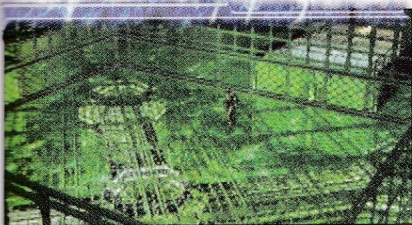


Retrace your jumps and return to Area 11. Once in Area 11, enter the unexplored area beyond the door to the left. (When looking at the on-screen map, this is the door at the bottom of the map).

GOT HEALTH?

Make sure that you have plenty of health and a good supply of Booster energy before you enter Area 13. If you need more health and Booster energy, return to previous areas and battle enemies in hopes for health power-ups and bonuses from oil collection. The battle in Area 13 can get pretty hot.

AREA 13 DEEP FRYER



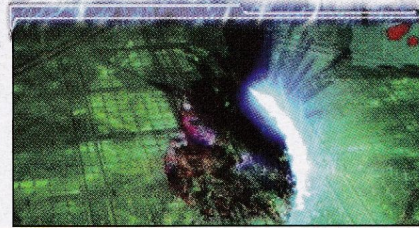
When you enter Area 13 a short cinematic takes you into a large room with a grate floor. The outer edges of the grate raise creating cage-like walls around you, trapping you inside a giant *deep fryer*. When control returns to you a Chicken Fatter and a couple Soldiers appear. The weight of the group causes the large cage to sink. If the cage sinks too far you'll find yourself knee-deep in toxic liquids. And you know from past experience that you cannot stand in that stuff for very long without meeting your maker.

There are hoards of Soldiers, but only a handful of Chicken Fatters. Keep moving and keep your distance from the crowding enemies to make room for Capture-counter techniques. One-hit-kills are the key to survival. However, you cannot perform a one-hit-kill on the Chicken Fatters (since you cannot capture them).

Since weight plays a factor in your descent to the toxic liquid below, it is strongly advised that you put all your might into defeating the Chicken Fatters as soon

as they appear. The sooner you can defeat all the Chicken Fatters the sooner the deep fryer begins to rise. Use the Thrust move on the them: **□ + ○ (x3)**. Use the Plasma Orbs, or the Plasma Storm, on groups of Soldiers.

When the battle is won, the gates drop and you gain access to the ledge where a full **Health Power-up** sits. Take the item and head through the nearby door to enter Area 14.



AREA 14 THROUGHWAY



When you walk out onto the street inside Area 14 a large humanoid-turtle-looking creature stands erect, pounds the floor with its massive hands and lets out a growl with the sound of thunder. The Tank Back challenges you to get past him. The doors are sealed; it's just you and the beast. The Tank Back

can shoot a set of five mid-range laser projectiles that can be blocked, but even blocking knocks you back a few feet. It also shoots rounds from a machine gun mounted inside the shell on its back. These too can be blocked, but they really pack a wallop. These two attacks prevent you from getting close to the boss, which is where you need to be.

DOWNTOWN

PORT
FACILITY

EAST
STREET

SEWER

WEST
STREET

POWER
PLANT

SIDE
QUEST

NANO
MACHINE LAB

BACK TO
PORT
FACILITY

RUNWAY

A PATH
IS OPENED

RESEARCH
LAB

NANO
TOWER

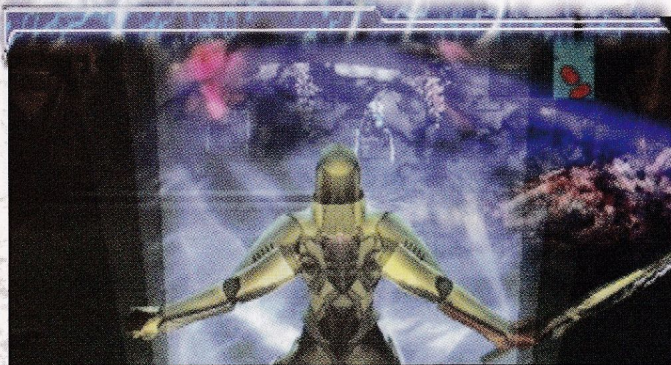
It's hard to get close to the creature with this kind of firepower, but you must. Wait for a couple of projectiles to pass, then rush in and jump over his shockwave attacks. Get behind the creature quickly and start using the Thrust attack in the Tank Back's back (△ + ○, △ + ○, △ + ○). Repeat this move over and over to cancel all the monster's attacks and to quickly defeat it. Exit the room after the force field lowers from the doorways.



AREA 15

BOSS PREP

Area 15 is the last area in the lab to make up for lost health before the boss fight in the final chamber. If your health is good you may be better off to rush to the exit and get the boss battle started without risking your health on the enemies in this room.

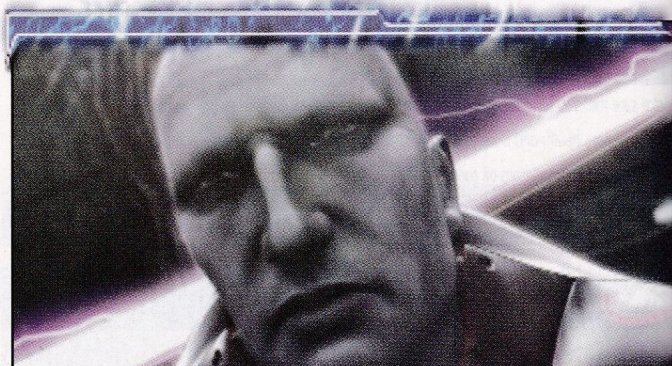


If you need boost energy or health you need to stay and battle all the Armors and Dragonflies in this room in hopes for power-ups and bonuses. If beating every creature in this room does not get your health up to par, return to the previous room and battle the Tank Back again—and again if necessary. You need to be healthy to fight Keith.



KEITH BOSS BATTLE

Jake finds an open briefcase with spilled, yet intact Ampules. Good 'ol Keith sneaks up behind Jake looking pretty disappointed that any Ampules survived... he tried to destroy them all. After the two reminisce about the past the battle begins.



PREPARATION

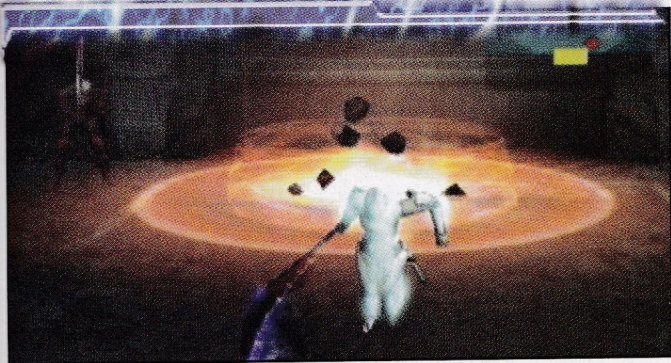
Set your Booster selection on Status Boost. This Booster allows you to unleash some long and powerful combos on Keith without interruption. Also,



damage taken during booster activation is less. Activate this Booster as soon as possible, rush Keith, and unleash some powerful combos. At this point in the game your Booster Gauge should have grown enough to use Status Booster at least three different times during this battle.

DEFEATING THE BOSS

Keith uses Laser Shower much more frequently in this battle. When you see him shoot rockets up into the air, the attack is not over. Large targets appear on the ground and they turn from yellow to red. When the markers turn red, the bombs are about to drop and you need to clear away from the area quickly. The bombs have no effect on Keith, so don't bother trying to lure him into the red zone.



Besides the Laser Shower and occasional Gatling Gun fire, the battle with Keith is not much different than the last time you fought him. The key is to use as much



Status Boost as possible, perform as many Capture-counter moves as you can, and dodge out of the way of his long combos and weapon transformations.

He remains very susceptible to the triple Thrust move (X + □, X + □, X + □). This move seems to penetrate his defense 75% of the time. It even damages him as he pulls himself back to his feet from a fall. Just lay into him with this move and get behind him as much as possible. When the battle is won you obtain the Ampules you came looking for. The Ampules text message reminds you to return them to Michelle in the Port Control Tower. This is your next destination.



SPECIAL ITEM: FAUCHARD RAMPAGE

Before you leave the room, and re-enter East Street, look to the right of the doorway and you'll find a glowing item box. Inside the box is **Fauchard Rampage**. When this Booster is activated your plasma sword is transformed into a large Fauchard, which automatically is whipped, turned, and spun around Jake's body. The effect is short, but is extremely damaging to surrounding enemies within range of the blades.



DOWNTOWN

PORT FACILITY

EAST STREET

SEWER

WEST STREET

POWER PLANT

SIDE QUEST

NANO MACHINE LAB

BACK TO PORT FACILITY

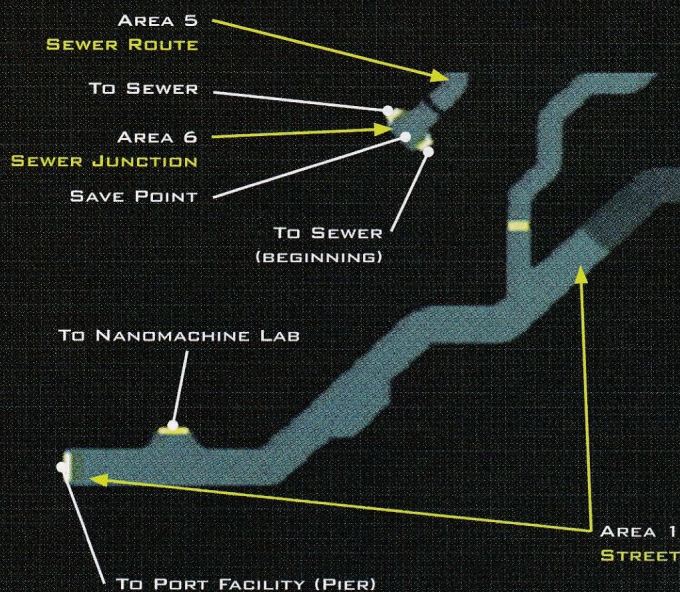
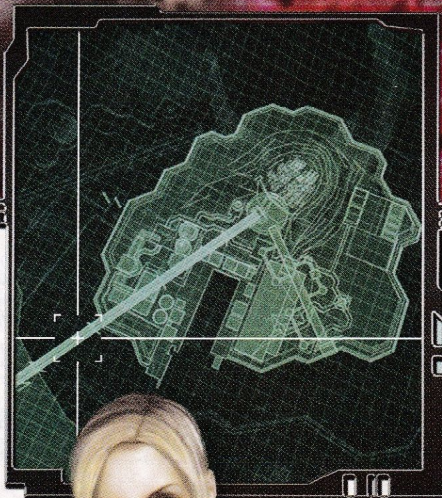
RUNWAY

A PATH IS OPENED

RESEARCH LAB

NANO TOWER

BACK TO PORT FACILITY



THE SCIENTIST'S FINAL HOURS



EAST STREET

AREA 1: STREET

When you exit the Nanomachine Lab you enter the lower section of East Street—very close to the door that leads to the Port Facility's Pier. Since your health was replenished at the end of the battle with Keith you really don't need to stand and fight the Beetles that swarm East Street. But, it's always smart to strive for those beloved oil bonus points. Use Auto-Laser Reflect and make short work of them. Exit through the nearby door to enter the Port Facility Pier.





PORT FACILITY

AREA 4: PIER



Save your progress using the Save Crystal at the pier and then enter the next door (furthest from the save point) to access Area 3: The Docks.

AREA 3: THE DOCKS

As you enter the docks area you are ambushed by what seems to be non-stop Dragonfly attacks. These Orgamechs are carrying Beetles and later in the



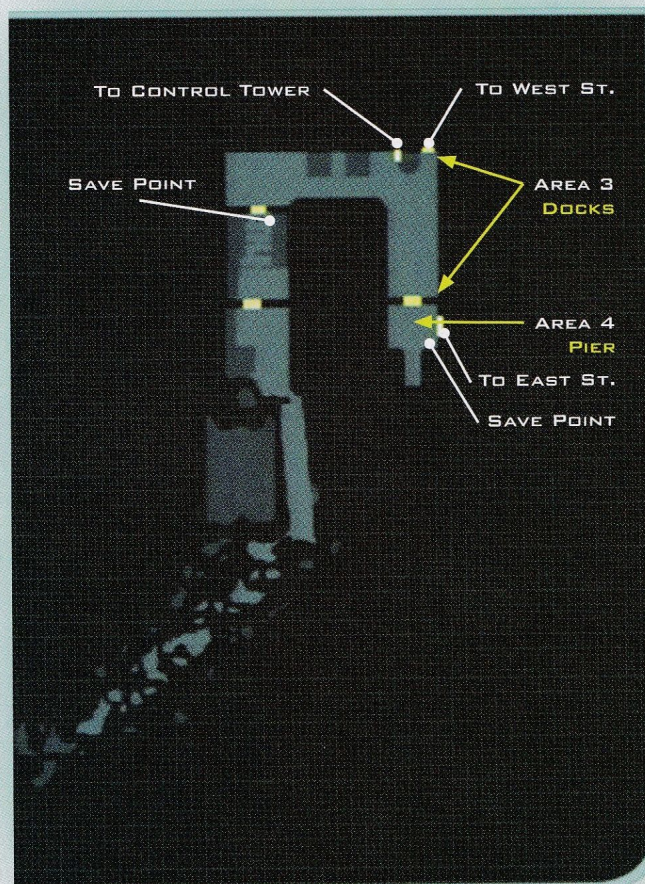
battle they drop Burst Fleas onto the dock. Again, you do not need to battle these enemies if you do not wish; you could just run to the control tower door and return the Ampules to Michelle. But, now that you are getting close to the end of the game it's not a bad idea to try to get as many Life and Bonus Gauge + bonuses as you can; the end boss battles are fairly tough.

When you've had enough, or when all the enemies in the area have been eradicated, run up the dock and approach the Control Tower door. As you approach the door a cinematic takes Jake inside.



EAST STREET CONTROL TOWER

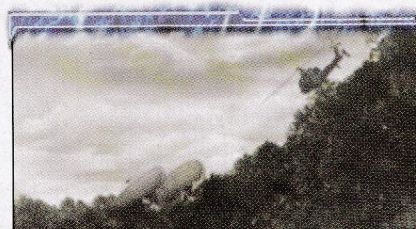
Jake finds Michelle still conscious and slumped over the computer. He's made it back in time; she's alive. They introduce themselves as if they are officially meeting for the first time. Now that Michelle trusts Jake she treats him with a little more respect.



She says she can't hack the locks. The problem is she can't access the main computer from the control tower. The computer defense grid has been activated and the island's network has been cut off.

She was close to unlocking all the areas, but she had one left to go before she was denied access. Suddenly, a military helicopter is seen zipping across the sky through the control tower windows.

Looking outside triggers an idea. Michelle believes she can get access to the main computer using the satellite antenna. Michelle and Jake must get to where the helicopter landed.



DOWNTOWN

PORT FACILITY

EAST STREET

SEWER

WEST STREET

POWER PLANT

SIDE QUEST

NANO MACHINE LAB

BACK TO PORT FACILITY

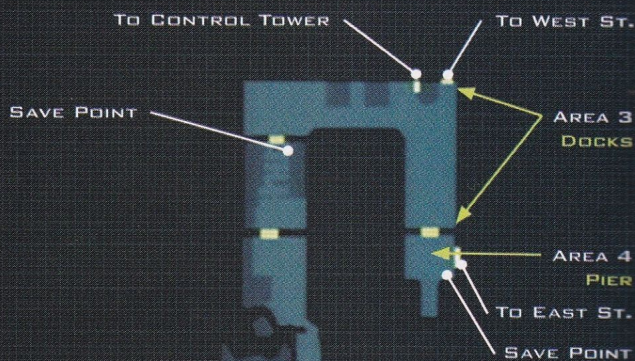
RUNWAY

A PATH IS OPENED

RESEARCH LAB

NANO TOWER

RUNWAY



PORT FACILITY

AREA DOCKS

As you exit the Port Facility Control Tower a few Rush Fatters appear. Defeat these oil buckets and head to the left and then back through the door to West Street Access Passage.



ENHANCEMENT ITEMS FOUND IN THIS LEVEL

Combo Chip (Lv.4)
Glide

Lift landing
Michelle's Father in the Sewer Control Room after level ending cinematic



WEST STREET

ACCESS PASSAGE

Save your progress and continue through the next door to Area 2: East Intersection. Battle the Soldiers and Armors, or just run past them and enter the door to the right. This places you on the north end of East Street once again.



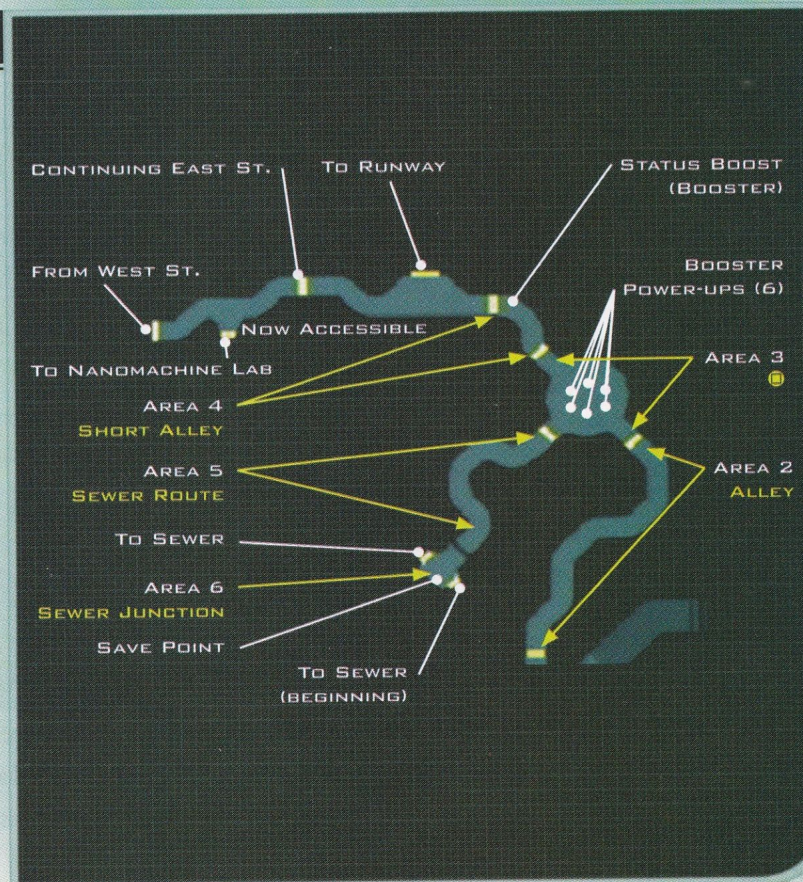
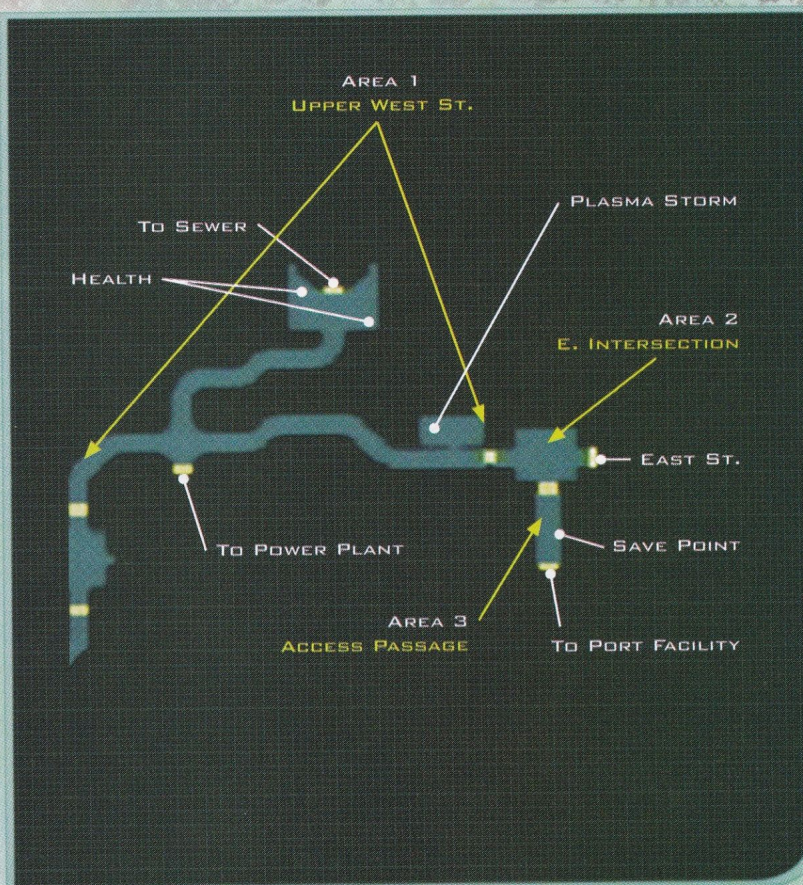
EAST STREET

AREA 7: ALLEYWAY

Defeat the Armors and the Beetles and continue to the next door at the end of the first section of the alleyway; the rest of the north alleyway in East Street is now accessible.



Beyond the doorway is the dark section of alley where you can find the now accessible doorway to the Runway. In this area are many Soldiers and a Brilliant Flower.



DOWNTOWN

PORT FACILITY

EAST STREET

SEWER

WEST STREET

POWER PLANT

SIDE QUEST

NANO MACHINE LAB

BACK TO PORT FACILITY

RUNWAY

A PATH IS OPENED

RESEARCH LAB

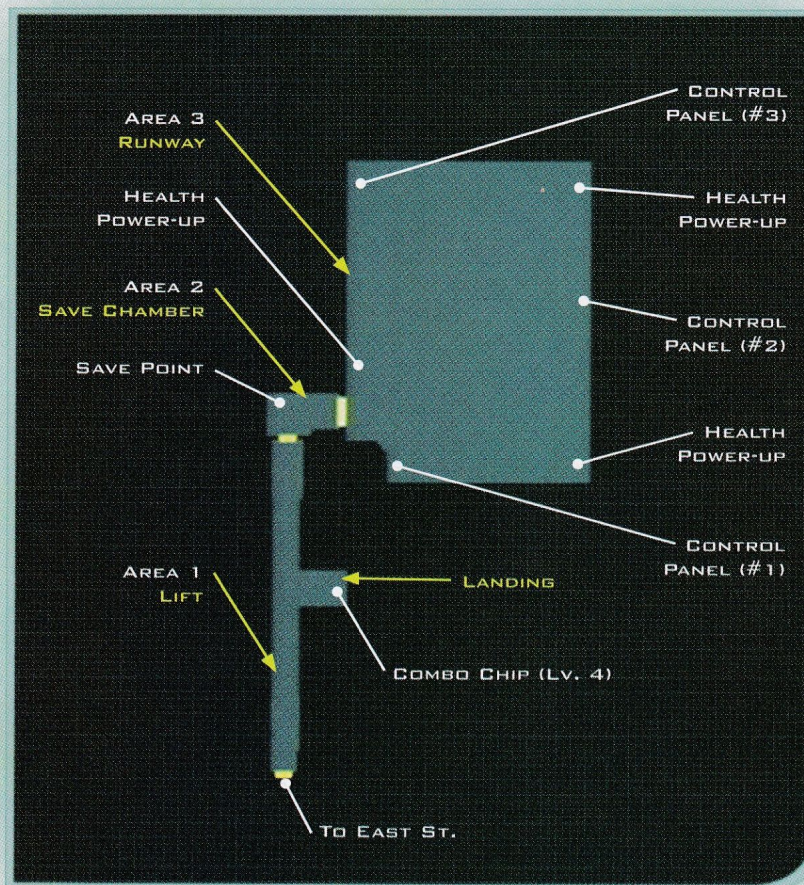
NANO TOWER



Slash at the Brilliant Flower while keeping your back to the wall and the Soldiers in front of you. If they approach, your plasma blade will sting them while you attempt to take out the Brilliant Flower. Once the Brilliant Flower is out of the picture you can Capture-counter up the remaining enemies. With that done, enter the first door on the left to access the Runway.

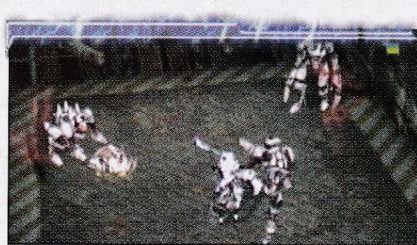


RUNWAY



LIFT

As you enter the Runway area, step forward and walk onto the large square lift. A text message appears to confirm that activation of the lift. Choose, Yes."



Switch your Booster selection to Capture Critical and activate it the moment the three White Soldiers materialize around you.

Run to the corners quickly and turn around to perform the deadly technique. Jump over the White Soldiers' heads if you have to. These guys are durable and much more aggressive than the Soldiers. If you don't get a one-hit-kill, it's

going to be a long and dangerous ride to the top. Three appear at first, then another two. Make sure to have them eliminated before you reach the landing (half way up the lift rail).



When the lift reaches the landing a Tank Back appears on the landing. If you did not defeat all the White Soldiers then they too will fight alongside it; this is a bad scenario. It is wise to defeat all the White Soldiers before you reach the landing.

Quickly exit the lift and run behind the Tank Back, and begin jabbing him with the Thrust move: **□ + ○ (x3)**. Keep jabbing to cancel all of his attack attempts and quickly deplete his health.



SPECIAL ITEM: COMBO CHIP (LV.4)

Find the glowing item box on the small landing and smash it open to obtain a **Combo Chip (Lv.4)**. This chip can be used to complete Vertical Attack's Axe Lv.3. All you need is a level three chip just before the Lv.4 slot to make the move complete.



Return to the lift and it automatically moves upward again. The rest of the ride is much like the previous, but this time you only face four White

Soldiers—as opposed to five. It's not as vital to defeat these guys in a certain amount of time, so if you think you can fight without losing too much health save the Booster energy for later. Once you reach the top of the shaft head into the next room.

SAVE CHAMBER

Use the Save Crystal in the save chamber and exit the small area through the next door. Through these doors is the runway.



RUNWAY

As soon as you enter the Runway a cinematic begins.

A camera pans across three satellite dishes and then to Michelle running to the control panel. She proceeds

to reposition the satellite antennas while revealing to Jake that her father was the man who invented self-replicating nanomachines.



When she mentions the government/military was financially behind the project, this raises Jake's attention. The Orgamechs are strategic weapons. When

her father learned of the military involvement he was never seen again. Just before she finishes her business with the satellites an Orgamech ambush occurs...

COVER MICHELLE WHILE SHE WORKS

The next challenge is much like the challenge you faced the first time you encountered Michelle; you need to keep the Soldiers off her. Michelle's health appears below your own life gauge. If it completely drains you fail. The

difference with this challenge is that Michelle now has a goal: she must work at each of the three control panels (see map for locations) for a few moments in order to redirect the satellite positions.

Use all the same tactics as you did the last time you were confronted with the similar challenge. However,

you do need to be careful when pulling Michelle to safety. If you pull Michelle away from a control panel the battle is going to take

longer. She must work for a few moments at each control panel and leave on her own to reach the next one. If you pull Michelle anywhere pull her closer to the control panel and away from the Orgamechs.

Once Michelle stands behind the third control panel for a few moments the challenge is complete. But, the battle is not over. Now, a humongous war machine rolls out onto the runway. A battle like no other is about to unfurl...



DOWNTOWN

PORT FACILITY

EAST STREET

SEWER

WEST STREET

POWER PLANT

SIDE QUEST

NANO MACHINE LAB

BACK TO PORT FACILITY

RUNWAY

A PATH IS OPENED

RESEARCH LAB

NANO TOWER

HEAVY TANK

BOSS BATTLE

The tank battle is complex, but very enjoyable. There are a few stages involved in this challenge. There are 13 targets in the first stage (notice the orange dots on



the boss in the on-screen map), the single target that becomes available in the second stage only appears after eliminating all 13 targets in the first stage. All of the tank's targets are reached by standing on top of the tank. You get on top of the tank by jumping up to one of the four "steps" on the front and back of it. The following is a list of targets on the tank in the first stage:

TANK BOSS TARGET LOCATIONS

| Target | Location | Amount |
|----------------------|--------------------------|--------|
| Auto-Machine Guns | Topside outer corners | 4 |
| SAM sites | Behind each machine gun | 4 |
| Laser Cannons | Center top area | 3 |
| Flash Bomb Launchers | Small boxes topside rear | 2 |

WEAPON DESCRIPTIONS

AUTO-MACHINE GUNS

The four auto-machine guns rise out of the corners of the tank's upper side.

The bullet stream can be jumped over, but the guns do track you—slowly. The

bullets can also be blocked using your shield.

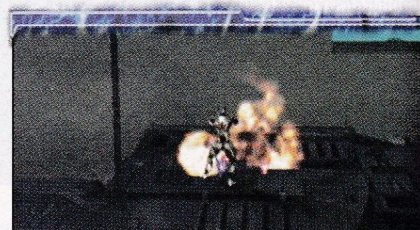


The best way to destroy the machine guns is to stand just behind them and unleash some quick, strong hitting combos. The longer the move the better—as

long as you don't get caught up in a transformation move. A transformation can be canceled, or may prevent you from moving away quickly in case of an emergency. The Auto-Machine Guns are low on the removal priority list.

SAM SITES

The SAM sites are flush with the top surface of the tank and identifiable by their two red, rectangular lights. And occasionally you will spot missiles being fired from



them. The Surface to Air Missiles (SAM) creates orange targets at your feet. When you see these, run to a new area to avoid the missiles that drop shortly after.

The best way to destroy the SAM sites is to jump into the air above them and come down at them blade first (⊗, ⊞ + ⊞) or (⊗, ⊞ + ⊞). It takes around



six dive attacks to destroy one SAM site. These SAM sites are high on the removal priority list.

LASER CANNONS

The three Laser Cannons are located around the center area of the tank's topside. They rise and lower, seek, aim, and shoot. These things pack a



powerful punch. Engage Plasma Orbs (the higher the level the better) and attack with some serious hard-hitting combos as soon as they rise out of the tank.

After taking out two of the Laser Cannons the third breaks free and hovers around in the air like a satellite attack-robot. When this happens (and depending on how many more defenses the tank has remaining) it's best to leave the tank and fight the satellite Laser Cannon on your own terms. Use capture and pull it towards you. A few good vertical attacks will do it in. If you don't capture it and bring it towards you, you must jump up to it in order to reach it. It's best to get rid of the Laser Cannons as soon as possible.

FLASH BOMB LAUNCHERS

The Flash Bomb Launchers are the two rectangular boxes that protrude slightly out of the back of the tank (or front depending on how you look at it). The orange blips representing the Flash Bomb Launchers are the two blips that are practically on top of each other on the representation of the tank on your on-screen map.



Since these stick out further from the tank's surface than the SAM sites you can use Vertical Attacks to eliminate them. Although their bombs are

blinding they are not harmful. Just keep running and jumping when a Flash Bomb goes off to avoid attacks of another kind. The Flash Bomb Launchers are low priority.

EVASION



The safest place to be is on top of the tank. The SAM's are long-range missiles that can find you anywhere on the map. When on top of the tank you have

more time to avoid the missiles by spotting the yellow targeting markers. When the rings appear around the markers the bombs are only a second away from landing. When running around on the runway, these markers are harder to see.

The Laser Canon projectiles are quick. If you stand still on the runway for only a moment you are liable to get hit. The only reason you should be on the runway is to obtain one of the three **Health Power-ups** (see map for locations).



Avoiding all the weapons while on top of the tank is enough work, but there's yet another challenge: staying on the tank when it tries to throw you off. The tank is smart and knows when you are on top of it. Not too long after being on top of the tank it begins to ram itself into the walls of the runway. If you are on the far end of the tank when it hits a wall you usually fall on the front of it. But, if you are anywhere else on the tank when it hits a wall you'll end up on the ground—where it can then run you over (doing major damage), or continue to assault you with missiles of various types.

The best way to stay aboard the tank when it hits a wall is to jump up into the air just before it hits. Watch the map when the tank starts moving. You can see the wall getting closer as the tank approaches. Time your jump perfectly with the wall collision and you'll land on the tank again.

STAGE II

After eliminating all 13 targets from the tank the final target becomes available for smashing. This is the round portal on top of the tank. Use jumping attacks (X, [A] + [B]) in the same manner that you used them to take out the SAM sites. Once this target is destroyed the tank boss sheds all of its metal and reveals its true inner self.



The large starfish-looking innards of the tank have two defenses: It shakes and jolts to get you off of it, and more destructively, it shoots a very wide laser

beam from its "eye." Jump up onto the boss, run to the center eye, and jab it with the awesome Thrust Attack: [A] + [B] (x3). When the beast starts to shake, jump off before you're knocked off. If he knocks you off you will fall on your back and time is needed to stand back up again. In this down time the boss could zap you with its laser attack. Continue this tactic of stabbing it in the eye and avoiding its attack a few times and you'll be victorious.

A very long cinematic takes us from the victorious boss battle to the end of the Runway level. To recap, Keith and General Raymond hold Michelle in captivity while the General spills the beans about his involvement in getting control of the nano-weapon.



Shockingly, Keith cuts Jake in two and his lifeless body halves fall down into the sewer. The hermit (that we learn is Michelle's father) repairs Jake and tells him where the main computer is located... the Research Building Complex. Shutting down the computer remains to be the key in stopping the Orgamechs.



SPECIAL ITEM: GLIDE

As the cinematic comes to an end, Michelle's father hands Jake **Glide**. Glide is neither a Booster nor a power-up. Glide is a new move! Press [A] + [X] during a jump to perform a glide. He says this will help you get over the wall of the sewer and to the Research Building.

DOWNTOWN

PORT FACILITY

EAST STREET

SEWER

WEST STREET

POWER PLANT

SIDE QUEST

NANO MACHINE LAB

BACK TO PORT FACILITY

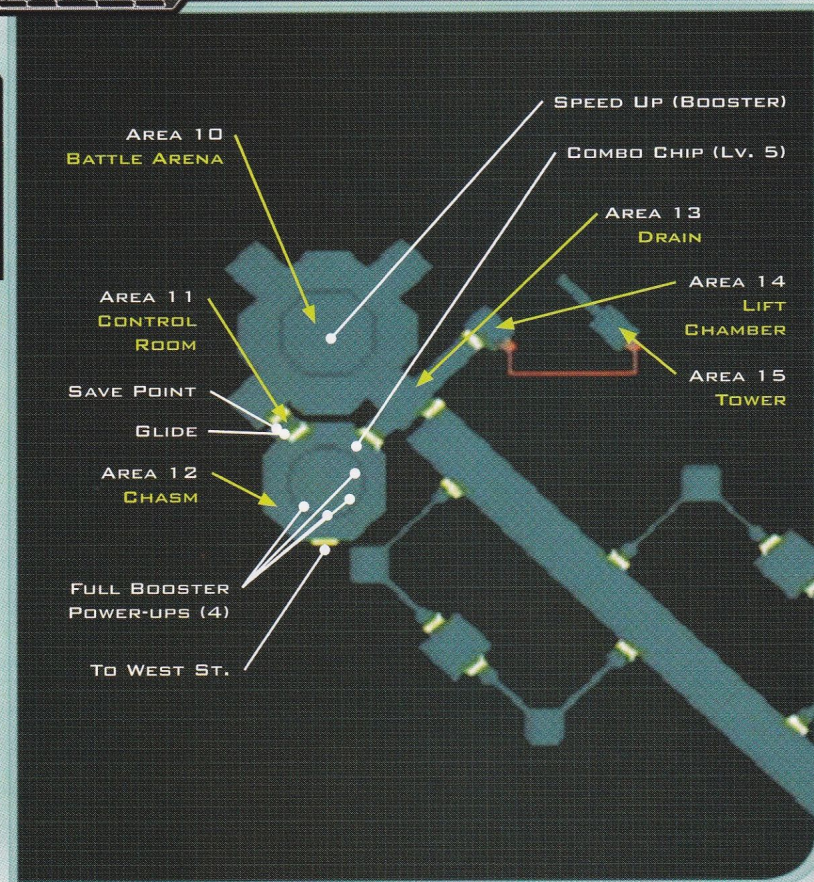
RUNWAY

A PATH IS OPENED

RESEARCH LAB

NANO TOWER

A PATH IS OPENED



ENHANCEMENT ITEMS FOUND IN THIS LEVEL

Speed Up (Booster)

Defeat enemies in Battle Arena

Combo Chip (Lv.5)

Area 12: Chasm



SEWER

AREA 11: CONTROL ROOM

You find yourself back in the Sewer Control Room after Michelle's father (the permit) patches you up and hands you Glide. Your life gauge reaches a new

maximum from defeating the previous boss. Record your progress using the nearby Save Crystal and exit the Control Room through the doorway closest to the camera to return to the Battle Arena (Area 10 on the map). A one of a kind item is to be had in the side quest battle in the Battle Arena.



AREA 10: BATTLE ARENA

Jump into the center recessed area of the room and a new battle begins as your feet touch the floor. The enemies in this bout are a bit tougher than those in the previous *Battle Arena Side Quest* fight. The first to appear on the floor is a Tank Back! Quickly dash behind him and start in with the killer Thrust move (X + Y x3).



Next to appear are three Armors. Remember to lay into them with Horizontal Attacks to knock them over and then destroy them with combos of your liking.



Look for a **Health Power-up** to drop during this round.

The third round is with two Armors and two big and dopey Rush Fatters. These

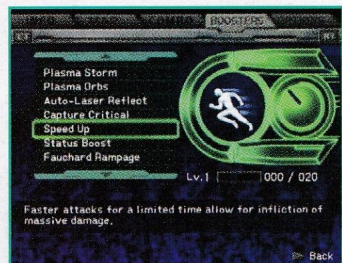
enemies have charge attack ability, so it's best to go around and knock them over and then quickly beat as many as you can while they're down before they return to their feet. No need for Boosters, the Thrust Attack works well on all of these foes.

The fourth round is a battle with five Rush Fatters. This round is easier than the last. Simply knock over all the Rush Fatters and start carving them up before they stand up. Look for a **Health Power-up** to drop in this round.



SPECIAL ITEM: SPEED UP

When the battle is won an item—that appears to be a Combo Chip—materializes in the middle of the arena floor. Picking it up you discover that it's not a chip but a new Booster! **Speed Up** is a Booster that allows you to temporarily attack faster and allows you to inflict massive damage in a shorter period of time. Sounds like a good idea for future boss battles. Double jump out of the arena floor and return to the Control Room.



AREA 11: CONTROL ROOM

Save your progress once again and exit the control room through the door closest to Michelle's father. This places you at the bottom of the chasm (Area 12 on the map).



AREA 12: CHASM



The sewer chasm hasn't changed since the last time you visited. Jump from platform to platform to reach the top one that overlooks the accessible conduit on the opposite side.

Along the way you find four full **Booster Power-ups** on the last few platforms. The highest Booster Power-up sits on the platform that you must jump from to reach the conduit across the chasm.

DOWNTOWN

PORT FACILITY

EAST STREET

SEWER

WEST STREET

POWER PLANT

SIDE QUEST

NANO MACHINE LAB

BACK TO PORT FACILITY

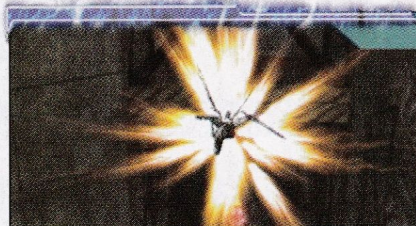
RUNWAY

A PATH IS OPENED

RESEARCH LAB

NANO TOWER

Turn and face the conduit (easily identifiable by the red glowing item inside). Run and press **X** to leap off the ledge towards the conduit. Quickly press **△** + **X** to Glide to the conduit.



SPECIAL ITEM: COMBO CHIP (LV.5)

As soon as you *Glide* into the sewer conduit you obtain a **Combo Chip (Lv.5)**. You can now set the single chip needed to complete the Juggle Attack Boomerang move. Move deeper into the conduit and enter the next area through the doorway in the back.



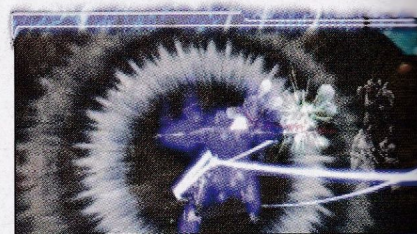
AREA 13: DRAIN



There are two Double Shielders inside the drain. You do not need to defeat them in order to exit the opposite end of it. Take your health into consideration. A tough boss battle lies ahead. If you can defeat the two Double Shielders without losing health, take 'em out and move on. If your health is low, move on to the next room. Stand and fight if you are close to an oil collection bonus (see Game Basics for details). These beasts issue gobs of oil.

AREA 14: LIFT CHAMBER

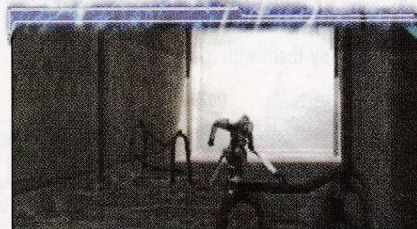
The lift chamber is swarming with Hover Flies. Backing them up is a couple of White Soldiers. Again, you can run to the right and access the lift and be out of here without a fight, but if you need health and Booster energy you've come to the right place. Take out the White Soldiers before working on the Hover Flies. Perform *Capture-counter* on all of the enemies in the room to clear it quickly.



Keep moving while swatting the Hover Flies; their numbers are so great that you can bet that there will be a constant barrage of green lasers. Using Auto-Laser Reflect is a good idea as long as you can recover the amount of Booster energy lost from activating it. The amount of **Health Power-ups** and Booster energy being drawn from oil is priceless, but use too much of it in this room and you'll have a hard time with the boss battle that follows. Enter the lift when you are full of both health and Booster energy.



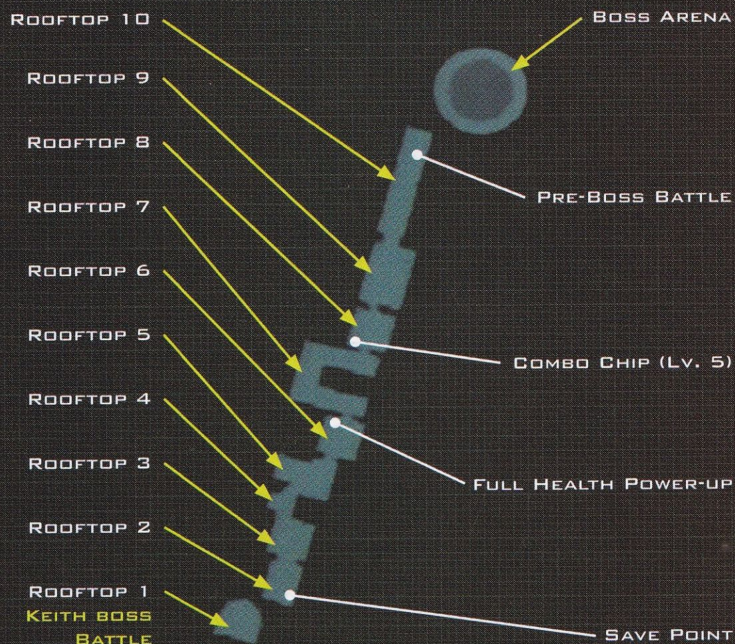
AREA 15: TOWER



The tower is void of enemies, items, and save points. And at the end of the connecting hallway is a large opening—a sheer drop to the exterior Research Complex. When you run to the opening a cinematic begins officially placing you in the Research Complex.



RESEARCH LAB



ENHANCEMENT ITEMS FOUND IN THIS LEVEL

Combo Chip (Lv.5)

Rooftop 7



ROOFTOP 1



KEITH BOSS BATTLE

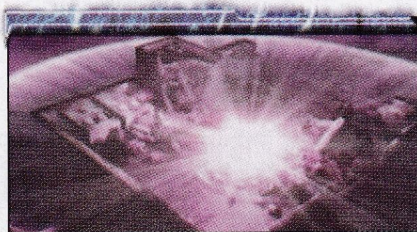
Keith and Jake stand on the outer ledge of a spire. Jake conveys to Keith that he knows when he got sliced in half that Keith neglected to hit all his vital organs on purpose.



Keith desires the sport of killing Jake on a level playing field and only did what he was commanded to do by General Raymond. Seconds later

the two militants race down to the rooftops of the Research Lab below and a glorious plasma blade ballet commences.

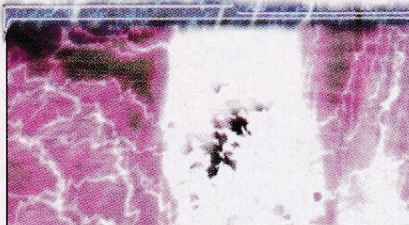
The fight ends when Jake strikes Keith down with a crippling blow. But Keith won't give up so easily. A large explosion emanates from Keith as he removes his final limiter.



KEITH'S NEW PLASMA BLADE ATTACK

The boss battle with Keith is no different from previous Keith battles except now Keith has a new move.

This new move presents a new challenge. It is very powerful and you can die as a result of one hit if you have anything less than a full Life Gauge. However, once you learn how to avoid his deadly new move the battle should play out like those in the past: with you as the victor.



Keith's new move is not difficult to identify; it's a gloriously flashy attack with all the bells and whistles an evil character could possibly dream of. Keith points

his plasma blade to the sky as purple plasma as bright as a supernova blazes from his blade. The blade is pointed upward for 2 to 3 seconds before he brings it down on top of your head. It's *almost* impossible to avoid no matter how far away you are or how fast you're running or dodging.

BEATING THE NEW MOVE

In the small amount of time that the blade is raised there is a window of opportunity where you can end a long combo, or weapon transformation that you are performing, to take evasive



action. The only way to avoid the *plasma blade of death* is to double jump into the air just before the blade comes down and perform a Glide (while in the air) to create an extreme change of direction.



Many times, the best place to glide is the area behind Keith. The most important thing is to not run into the plasma beam when attempting this. The beam

is just as dangerous when it's being waved as it is when it hits the ground.

FOLLOW THROUGH

Once you are beside (or behind) Keith you have a great opportunity to unleash your own wrath on him while he is recovering from his monstrous attack.



Hit him with the Thrust Attack: + (x3). This series of attacks may seem cheap to some fighting enthusiasts (to use the same move over and over), but it works. This move cuts through his defenses and damages him while he lies on the ground! It cancels many of his attack attempts (especially his Booster attacks) and it's easy to perform.

KILLER COMBO

You should have a large enough Booster gauge to allow for three Status Boost uses during this battle. Using Status Boost in conjunction with Thrust



Attack **△** + **○** (x3) is one deadly combo! The jabbing thrust move becomes unstoppable, which also means that the stabbing and jabbing Keith performs does not damage you while you have this Booster activated.

BATTLE'S END

This is the first battle with Keith that he actually faints after the battle is won. You receive the standard **Life Gauge +** bonus after you knock him down. Is Keith gone for good? Could be...



ROOFTOP 2

As soon as the battle with Keith ends you find yourself on the second Research Lab rooftop. Record your hard-earned game progress using the Save Crystal to your



right. After saving your progress use the in-game map to help you navigate to the next rooftop. If you do not see the in-game map, press the **△** button to make it appear.

RUN!

You will more than likely find yourself returning to this save point at least 10 times before leaving this level. At the end of the last rooftop is a difficult boss battle. To beat the boss it helps to have full health and full Booster energy. To do this you are better off running past all the enemies except those on the last rooftop (you cannot run past the force field contained battle). When running from battles be sure to get the special item and Health power-up along the way (described in the following strategy).



ROOFTOP 3

A few Beetles are the only threat on the third rooftop. Capture-counter them, or just run past them, and continue up the ramp with the blue overgrowth to reach the next rooftop.



ROOFTOP 4

Rooftop 4 is very small and looks like nothing more than a small bridge. Run up and over this roof and down the blue ramp to the next rooftop. There are no enemies on the fourth rooftop.



ROOFTOP 5



Rooftop 5 is home to six Dragonflies. Use Capture-counters, or just run past the three visible Dragonflies and up the steps to the next rooftop.

A large Big Hand waits at the top of the steps on the upper level of rooftop 5. It may be wise to just run past this guy and don't look back. As soon as you get to the top of the steps run down the next ramp to the left. If the Big Hand is in the way, jump over his head and use Glide to get away without a scratch.



ROOFTOP 6

Dragonflies and Beetles wait your arrival on the long sixth rooftop. If you stand and fight more Dragonflies will appear



carrying and dropping more Beetles into the battle. Between the end of the building and the next rail is a **Full Health Power-up**. Smash the glowing box to obtain the item, turn 180 degrees and run down the ramp to the left to reach the next rooftop.

DOWNTOWN

PORT FACILITY

EAST STREET

SEWER

WEST STREET

POWER PLANT

SIDE QUEST

NANO MACHINE LAB

BACK TO PORT FACILITY

RUNWAY

A PATH IS OPENED

RESEARCH LAB

NANO TOWER



ROOFTOP 7

Run around the C-shaped rooftop and battle the Big Hand, Dragonflies and Brilliant Flower. On the far side of the rooftop is another ramp that leads down to the next. Don't run too far past the ramp or you're liable to miss a special item.

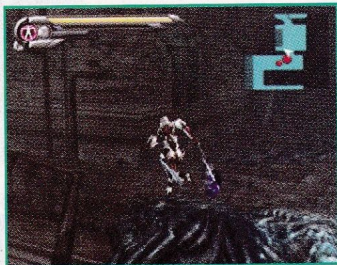


ROOFTOP 8

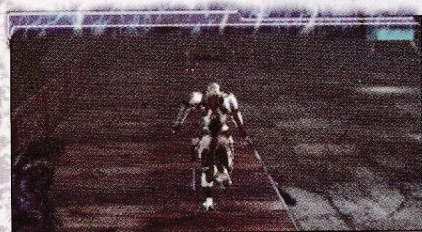


SPECIAL ITEM: COMBO CHIP (LV.5)

Turn sharply to the left as you descend the ramp onto the eighth rooftop. Smash the glowing box to obtain the **Combo Chip (Lv.5)**. If you're running from a Big Hand smash the container and run quickly across the rooftop before it catches up. Run up the next blue ramp to reach the next rooftop.



ROOFTOP 9



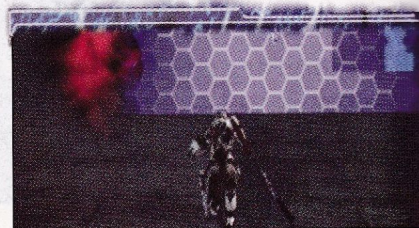
Now, go up the stairs and turn left. Run across the long roof keeping to the left side. If you are avoiding the battles, take note of the two Big Hands and a Brilliant

Flower at the end of the rooftop. The Big Hands don't usually pursue you onto the next rooftop, but the previous Big Hand may—if he's still alive. By the time you run down the next ramp (to the left) the laser attack from the nearby Big Hands go right over your head. Take a sharp right as you reach the bottom of the stairs to cross the blue ramp to the next rooftop.



ROOFTOP 10

Run as fast as you can across the last rooftop. If you're running from a Big Hand and if it actually makes it onto this rooftop it'll most likely make it into



the next battle with you. Two force fields engage as you reach the last stretch. The one that goes up in front of you prevents you from proceeding to the boss arena; and the one behind prevents you from returning to the previous rooftops.

TIPPING THE SCALES OF WAR

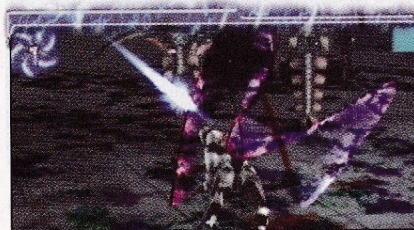
The battle that occurs between these force fields is usually what makes or breaks your success with the following boss battle. This battle can be good or bad. Good if you need to raise your health and Booster energy (result of a battle that goes your way), or bad if you die or leave without full health and Booster gauges.



The battle consists of multiple stages of Dragonflies, Beetles, and Burst Fleas. Two Brilliant Flowers appear in the second stage of the battle.



Stand between the force field and the Brilliant Flower and strike at the it while moving slightly to give nearby enemies a taste of your blade as well. Using Juggle Hammer makes quick work of the Brilliant Flowers.



The idea for this battle is to complete it with as much health as you started with, and hopefully gain a little more. This is also true for Booster energy. Although it

is easier and quicker to recover Booster energy from spilled oil, do your best not to use Boosters unnecessarily. Your goal is to leave this battle with full gauges.

In later stages of the battle the Dragonflies drop both Burst Fleas and Beetles. Use vertical attacks on the Burst Fleas and avoid capturing them unless you are sure you will dissolve them with Capture-counter. Keep moving to opposite corners to create enough distance to perform Capture-counters. Press R3 to pop the camera behind you as soon as you turn around to spot the enemy quickly.

Keep moving and practice Capture-counter without using any Capture Critical techniques. Run up the ramp to begin the boss battle when the force fields come down.



BATTLE ARENA



LASER SAUCER



As Jake stands on a walkway that circles a great abyss the ground begins to shake and the Laser Saucer rises from the flames below. The boss's head caps the top of the abyss and laser beams shoot from eight portals encircling its mountainous cranium. In the first stage the Gate Keeper spins and shoots laser beams out of its waist high portals.

If that's not enough to ward off intruders, the boss also shoots missiles straight up into the air and when they land on the circular pathway they splatter



into a puddle of sticky goo. If you touch the green sticky substance you will be trapped until the goo fades, or until a laser beam hits you.

EVASION

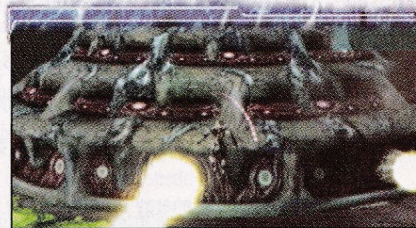


There are two attacks to avoid: green slime puddles and eight laser beams. The lasers move at varying speeds around the circular pathway as the boss spins in either direction. The slime puddles can usually be jumped over depending on how many puddles lie next to each other. If the puddles are too great to jump over, remain in the clear area of the pathway.

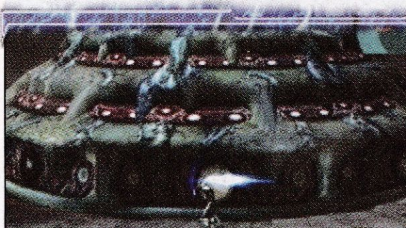
The speed at which the boss spins is the determining factor in using a single (or double) jump to clear an approaching laser beam.



Another consideration

in choosing a jump is how close the next laser beam is and how fast it is approaching. As the boss spins faster you may need to perform double jumps to clear two moving lasers at once. The more laser portals that are removed the faster the boss spins and the more often it changes direction to try to catch you off guard.



INFLICTING DAMAGE



Use a few  +  (x3)

Thrust Attacks to take out a laser portal quickly. Use the Plasma Orbs Booster to assist in creating damage.

Level 2 Plasma Orbs are more desirable, but Level 1 Plasma Orbs will do. The beauty of this Booster is that it keeps damaging the boss even when you're stuck and unable to attack.

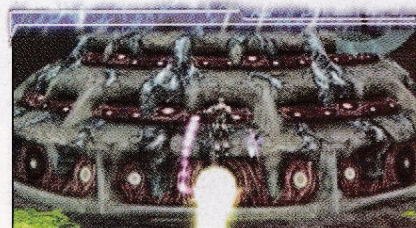
You usually get stuck directly in front of a laser portal, and if you are close enough to the boss the orbs do their job. They can also strike the portals



much more easily than you can strike them with your blade (a suggested practice when laser beams are not shooting out of the portal). Also, if you wait until the last moment to jump over a portal, the Plasma Orbs are often close enough to damage the active laser portal! Lastly, if there's a puddle of goo preventing you from reaching a portal, stand near the edge of the puddle and use Plasma Orbs to reach and do damage to it.

Watch the map in the top right corner of the screen. The laser portals appear as eight orange circles around the boss. Once all of these are destroyed stage 1 is complete. It's to your advantage to skip every other portal as you destroy them.

If you do this they become much easier to jump over when the boss is spinning. You usually have just enough time to destroy two portals before lasers start and the boss starts spinning again.



DOWNTOWN

PORT FACILITY

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SEWER

WEST STREET

POWER PLANT

SIDE QUEST

NANO MACHINE LAB

BACK TO PORT FACILITY

RUNWAY

A PATH IS OPENED

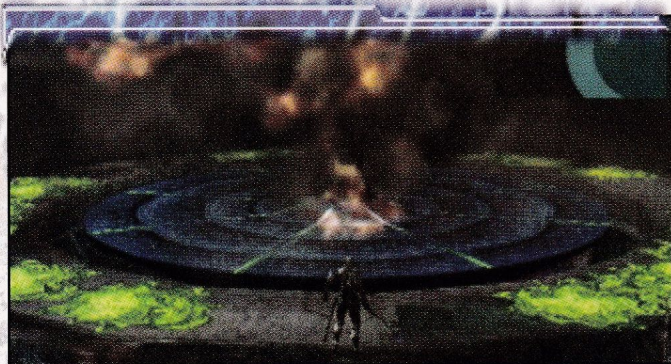
RESEARCH LAB

NANO TOWER

DEFEATING THE BOSS (STAGE I)

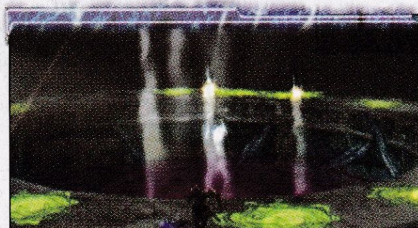
Activate Plasma Orbs the moment the battle begins. Start in on the laser beam portals with the Thrust Attack: **△** + **○** (x3). Hop over the lasers as they move and when they come to a stop repeat the above procedures.

Try to save enough Booster energy for at least one Plasma Orb use in the second stage. When the last laser portal is destroyed the boss's cap explodes revealing the platform and a brain-like orb centered in the middle. This begins stage II.



LASER SAUCER (STAGE II)

Destroy each of the eight laser portals and the boss blows his cap. What remains is a platform with a brain in the center. The platform drops a double jump's length down into the abyss and slightly submerges itself into a purple toxic substance. This toxic substance is similar to the green toxic liquid in the Power Plant; the longer you stand in it the more damage you take.



The boss continues to shoot goo missiles into the air and sometimes when the platform is raised the brain sends out a brainwave attack.



When the boss rises high above the pathway, large crab-like legs protrude from the abyss and slam down onto the platform. While the boss is raised

and the legs are extended, periodically a laser wall sweeps and circles the entire walkway.

EVASION

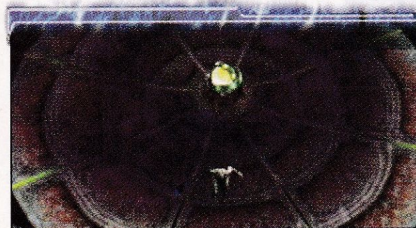
STICKY BOMBS

The goo missile count per attack is increased in this stage. The best way to avoid the missile attack is to run and jump and change direction frequently.



Often long puddles of goo can trap you into a small area. When this happens jump repeatedly from one end of the unaffected area to the other.

TOXIC POOL

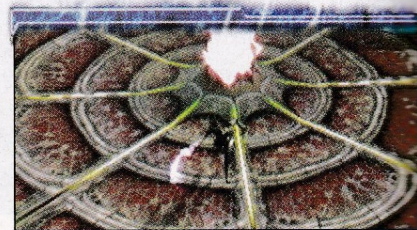


When fighting the brain on the center platform and the whole thing drops into the abyss stop fighting and run to the edge of the platform. Perform a double

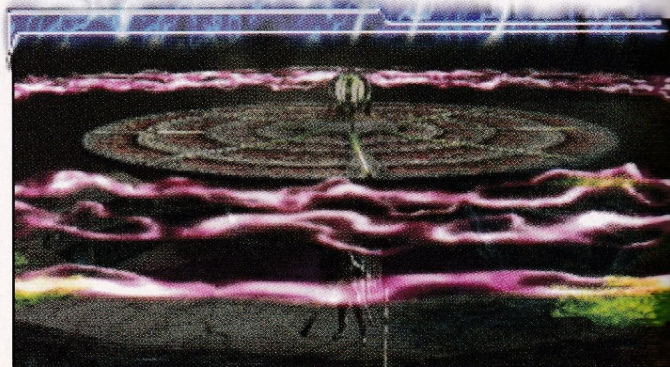
jump to latch onto the edge of the pathway and pull yourself up. The longer you walk in the toxic purple liquid the more damage you take. Get out quickly!

BRAINWAVES

A glowing brain indicates that the boss is about to send a brainwave attack across the length of the arena. The only way to avoid this is to get off



the platform and down to the pathway, so the attack passes over your head. If suddenly you see the brain begin to glow, take off and run over the edge of the platform. To get away more quickly perform a glide jump. If you start to run away too late, try using an evasive roll. This way, your body will already be under the laser as you drop off the edge of the platform.





CRAB LEGS

When the platform moves too high to double jump to, large crab-like legs reach out of the abyss and begin stamping the pathway. The legs track your position. If



you were to run to the opposite side of the pathway they would eventually make their way to you. Running far away is a knee-jerk reaction. Soon you'll find that you cannot get past the legs because they have you boxed into a certain area. When this happens, keep jumping and moving away from the legs. Glide only gets you so far because of how small the circular pathway is; you quickly find the collision detection in the air around the pathway (there to keep you from falling off the pathway). Glide may not get you far, but it may get you far enough quickly enough to keep you from being crushed by the large legs.

LASER WALL



When the crab legs are extended and the platform is raised, the boss occasionally calls out the laser wall. This laser begins at one end of the pathway

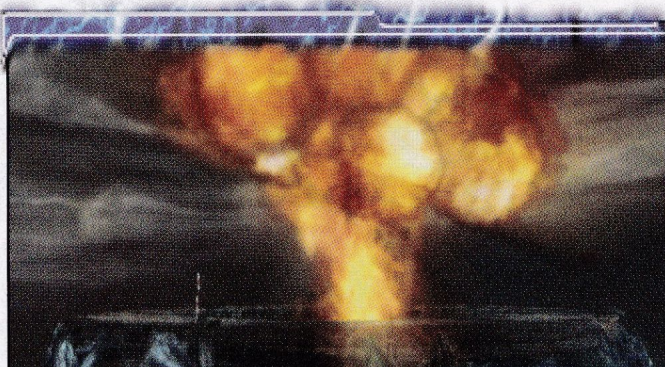
and makes a complete circle around it. It moves too fast to outrun, and the wall is too high to double jump over. The only way to avoid taking damage from the laser wall is to stand directly in front of one of the crab legs. At this point the legs are pulled back away from the pathway, but still raised. The legs shadow the pathway from the laser.

INFLECTING DAMAGE

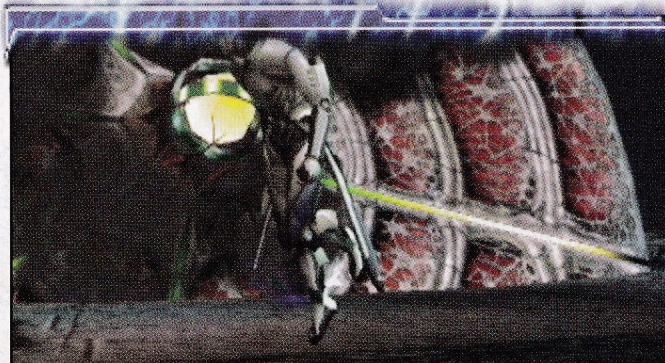
The only way to harm the boss during Stage II is to wait for the platform to rise at a height that you can double jump to. Run to the center of the platform and beat the brain with your quickest hardest hitting combos.



Transformations moves work fine, but some take a long time to execute. Using a few simple 3 to 4-hit combos that are quicker and do more damage in same amount of time is a better strategy. Try the Thrust technique here that is recommended for Keith. And if you have Booster energy, by all means use Plasma Orbs to help dole out the damage. Speed Up helps to inflict more damage more quickly, but it also requires more Booster energy—if you have the energy, use it.



When you drain the boss's life gauge the battle is won. You earn a **Life Gauge +** bonus and when the cinematic ends you find yourself at the foot of the Nano Tower.



DOWNTOWN

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SEWER

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POWER PLANT

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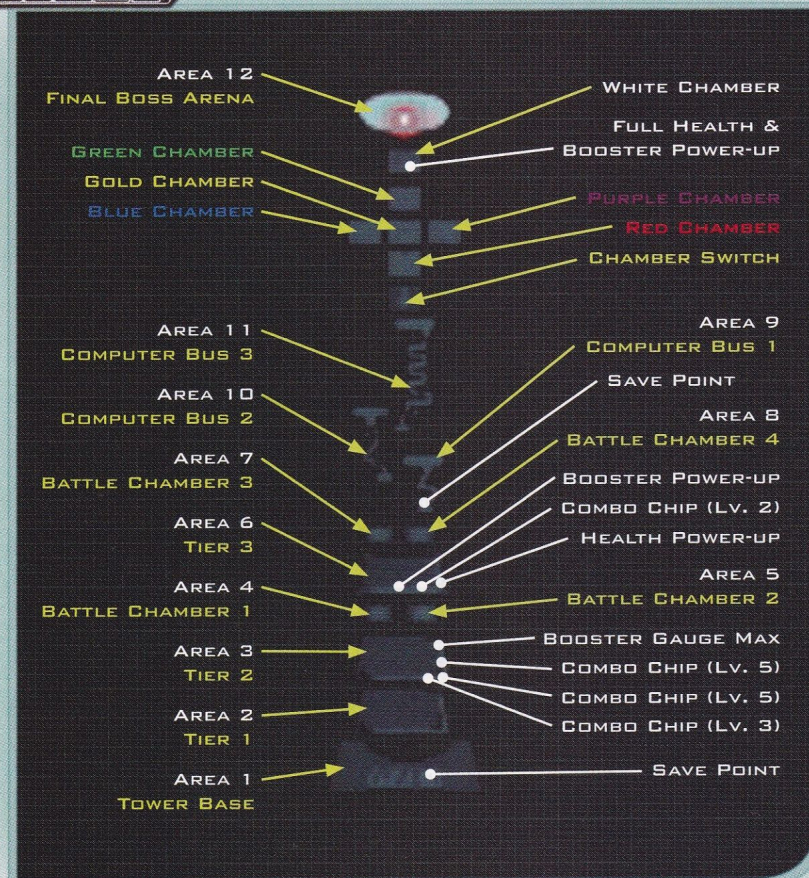
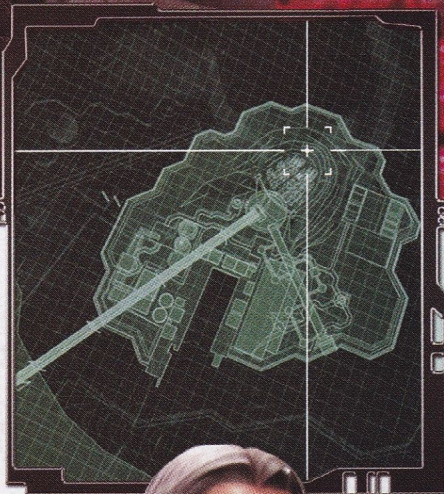
RUNWAY

A PATH IS OPENED

RESEARCH LAB

NANO TOWER

NANO TOWER



ENHANCEMENT ITEMS FOUND IN THIS LEVEL

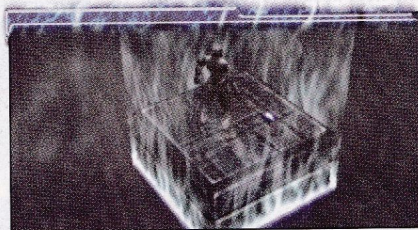
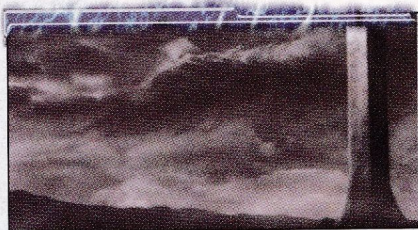
| | |
|--------------------------------|-------------------------------|
| Combo Chip (Lv.5) | Area 3: Tier 2 |
| Combo Chip (Lv.3) | Area 3: Tier 2 |
| Combo Chip (Lv.5) | Area 3: Tier 2 (section.2) |
| Booster Gauge Max + | Area 3: Tier 2 (last section) |
| Combo Chip (Lv.2) | Area 6: Tier 3 |
| Full Health & Booster power-up | White Room |



AREA 1

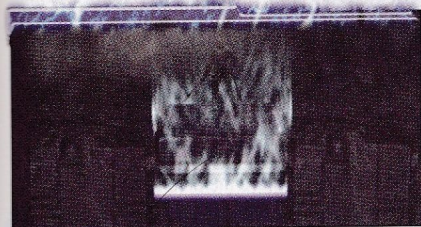
TOWER BASE

You are now standing at the base of the Nano Tower. The last leg of the adventure stands high above you. Before making your way up the tower, run to the right side of the base and use the Save Crystal to record your progress. Find the glowing lift near the roots of the tower, jump on top of it, and it begins to take you to the first tier.



AREA 2

TIER 1



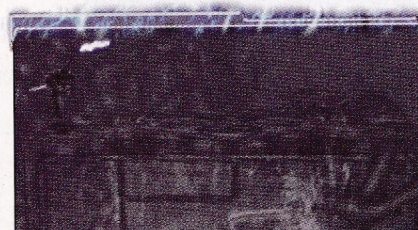
When the lift stops at the first tier, exit to the left. If you jump up into the air near the end of the path you'll see the first block to jump to—all of the

platforms are textured similar to the tower texture making them hard to spot at first. Now, double jump to the top of the aforementioned block.

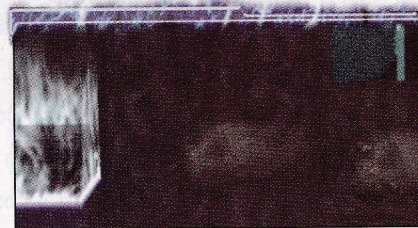
Face the right and double jump to the next block and the next set of block platforms after that one.



Stand on the edge of the third platform to locate a distant pathway (same texture as the other platforms). You can just reach the walkway using the longest double jump possible while waiting to jump just as you feet leave the edge of the platform.



Turn to the left and double jump up to the higher block platform, then again to reach the glowing lift. The lift moves you upward. At its highest reach, double jump to the double block platform to the left and again to the corner walkway.



Walk around the corner to the left and wait at the end of the drop for the next glowing lift to move close to your walkway. Double jump to the glowing lift and



allow it to move as far to the left as it can before you double jump to the next series of blocks on the left.



Jump to the top of the block stack and turn to the right once on top. Now, double jump to the next block that's above and to the right and wait for the

lift to get close. Double jump to it when it is as close as it will get.

Allow the lift to move as far right as it will go before you double jump from the lift to the next walkway to the right. Walk around the next corner and jump to the next glowing lift.



When the glowing lift moves as far right as it will go, jump to the next walkway. Step onto the next glowing lift (next to the right wall) and ride it upward to the next tier of the tower.

Follow the walkway around to the next corner of the tower and double jump to the next four block platforms. You will now be facing a wall on the right.

DOWNTOWN

PORT FACILITY

EAST STREET

SEWER

WEST STREET

POWER PLANT

SIDE QUEST

NANO MACHINE LAB

BACK TO PORT FACILITY

RUNWAY

A PATH IS OPENED

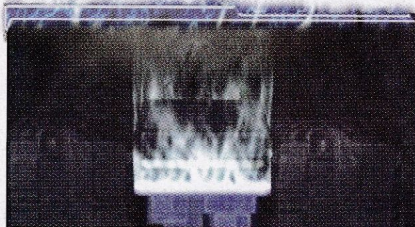
RESEARCH LAB

NANO TOWER



AREA 3: TIER 2

When you reach the second tier you'll see a blue block to your left. All blocks that look like this blue block can be captured or broken with your plasma blade.



Some of these blocks contain health or other items. These items are shown on the map. Sometimes breaking a box means dropping to a lower platform that you've already overcome (not a lower tier) and the health inside may not be worth it to you (say, if you have full health). The first blue block has no items inside.



Head just beyond the first blue block and double jump up to the single block above. Continue upward to the left to another single block. Jump to the left to

the walkway and head around the left corner of the tower.

Wait for the next glowing lift to move as close as it will to the edge of your path. Jump to it and ride it as far as it will go to the left. Capture the lowest of the three blue blocks on the next ledge. It falls to the level below. Repeat until all three blue blocks are on the level below. The last block contains a **Health Power-up**; so if it's worth it to you to jump down to break them open, go for it. When you return to the same lift proceed with the following strategy.



SPECIAL ITEM: COMBO CHIP (LV.5)

Double jump from the lift to where the three blue blocks used to sit and jump up to the next block platform to the left. Turn to the right and jump to the next glowing lift, then to the next lift as it lowers.

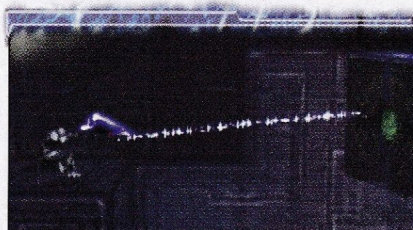


Run across the lift to the right to the blue block. Strike the blue block to get past it and drop down to a lower blue block. Do not break the blue block until you obtain the **Combo Chip (Lv.5)** three blocks to the right of the breakable blue floor block. A couple good places to insert this chip are: Vertical Attack Hammer Lv.3 or Thrust Spear Lv.4.



SPECIAL ITEM: COMBO CHIP (LV.3)

Now return to the blue floor block and perform a ground attack to break the block that's keeping you from the **Combo Chip (Lv.3)** below. Obtaining this item means falling to the level below. Repeat the steps needed to reach the two glowing lifts to the left of the block you just broke.



From the two lifts that nearly touch, jump to the top lift and ride it as far as it will go upward. Jump to the platform to the left and then turn and step up to

the right edge of the platform. Capture the blue block above the previous lift and then jump up to the next level of the platform to the left.

Step up to the right edge of this platform and capture the blue block to the right (the one that sits above the previous blue block).

Once you have a stack of two blue blocks sitting next to the previous lift you can jump down off your platform, down to the highest lift and up on top



of the two-block stack you just created. Double jump from the top of the blue block stack to the platform that contains some new blue blocks. Smash through the blocks to reach the first transporter. Step into the transporter to be teleported into a room with some restless White Soldiers.



AREA 4

BATTLE CHAMBER 1

The transporter teleports you to a small room full of White Soldiers, a Brilliant Flower and a couple of Beetles. Try to take out the Beetles first and put your back to the corner where the Brilliant Flower is located.



Strike outward at the Brilliant Flower, so the advancing White Soldiers will get caught in your attack and be denied access to your flank.

Once the Brilliant Flower is destroyed, activate Capture Critical and begin slicing and dicing the remaining enemies. When the room is clear the transporter materializes. Enter the transporter to be teleported back to Area 3: Tier 2.



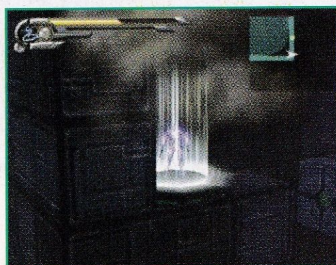
AREA 3

TIER 2 (SECTION 2)



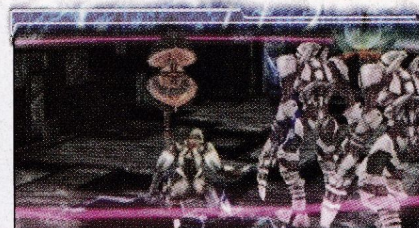
SPECIAL ITEM: COMBO CHIP (LV.5)

When you return to Tier 2 from the first battle chamber you materialize to a new area of the second tier that was previously inaccessible. Ignore the blue block to the right and jump down to the lower level below the block. Stand on the blue floor block and perform a ground attack. Another blue block sits below it. Break the second block to reach the **Combo Chip (Lv.5)**.



Breaking through the two blue blocks causes you to fall to just about the lowest level of tier 2. Retrace your jumps back to the first transporter, win the battle in Area 4 again, and teleport back to the new section of Area 3.

You will now be standing at the transporter looking at the blue block to the right. Now jump to the top of this blue block and double jump to the platform to the right. Enter the next transporter.



AREA 5

BATTLE CHAMBER 2



When you enter the second transporter in Area 3 you materialize in the second battle chamber. Inside the chamber are White Soldiers and Rush Fatters—not

a difficult battle compared to the previous battle chamber. Use Capture Critical to rid the room of the White Soldiers and then work on the big Rush Fatters. Destroy everything in the room and the transporter reappears. Enter it and you'll be teleported to the final section of Area 3.



AREA 3

TIER 2 (LAST SECTION)

Exiting Area 5 Battle Chamber 2 through the transporter places you on another transporter in the last section of Area 3. There are blue blocks to your left and right.



Ground smashing the two blocks on your left sends you down onto a **Booster Gauge Max +**, but before you do that you must realize that you drop all the way to the first level of the second tier. You'll have to retrace your steps all the way back to your position to get back to where you are now. That means passing through the two battle chambers once again. The item is worth it if you think you

DOWNTOWN

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WEST STREET

POWER PLANT

SIDE QUEST

NANO MACHINE LAB

BACK TO PORT FACILITY

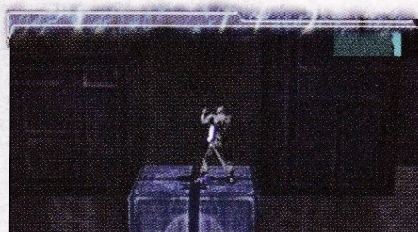
RUNWAY

A PATH IS OPENED

RESEARCH LAB

NANO TOWER

can survive those battles. Booster Gauge Max + not only increases the size of your Booster gauge but also fills it to the max. Fighting those battles again may even be an opportunity to gain more health (depending on how the battles go).



When you return to the last section of Area 3 (if you left to obtain the Booster Gauge Max +) double jump to the block above the two blue blocks right of

the transporter. Double jump upward and reach the high block platforms to the right. Double jump to the right again and enter the lift that takes you to Area 6 Tier 3.

AREA 6

TIER 3

To the left of the lift that carried you from the previous tier is a high wall with two blue blocks on top. Double jump next to the wall while facing the wall and smack the lowest block with your blade. Break the second block using the same tactics. Now you can grab onto the top edge of the wall using a double jump.



Continue double jumping to the left until you reach another platform with two blue blocks stacked on top of each other. Break the blocks to reach the **Health**



Power-up under the glowing lift.

Jump up onto the lift and ride it upward. Jump off the lift to the platform to the right. Step onto the transporter and you'll teleport to Area 7 Battle Chamber 3.

AREA 7

BATTLE CHAMBER 3

The fight inside Battle Chamber 3 is with a swarm of Dragonflies and a handful of Beetles. Keep your distance, keep moving, and use Capture Critical. When the battle is won step into the transporter and you'll return to a new section of Area 6 Tier 3.



AREA 6

TIER 3

From the transporter, jump up on top of the nearby glowing lift as it lowers. Jump up to the left to the next ledge and destroy the blue blocks blocking the path. None of the blue blocks in this area contain items, so don't waste your time by dropping to the lower level to investigate. If you do you'll have to head back through the last battle chamber to return to where you are now.



Stand on the blue block on the floor and capture the blocks above the next glowing lift. The blocks on top of the lowest block all fall with the first one

you captured. Jump from the block to the lift, and from the lift to the next transporter. This transporter takes you to the final battle chamber.

AREA 8:

BATTLE CHAMBER 4

White Soldiers and Dragonflies infest battle chamber 4. Use Capture Critical and run to the far corners to create enough room between you and the enemy. Capture and kill them all, then return to Area 6 through the transporter.



AREA 6

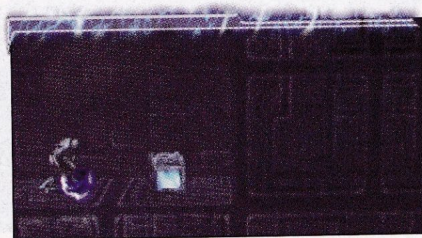
TIER 3



Jump down from the transporter heading to the left. Keep dropping down platform after platform until you are on the last step before an empty area.

To the left is a very tall wall. You cannot reach the top of the wall from the floor below it. You must run and double jump from the first step to the right to reach the top of it.

Before you start leaping from lift to lift (there are three in the area) jump down to the lower ledges below the first lift. Begin breaking blue boxes until you reach the lowest level of the *tunnel*. Make your way to the right to find a full



Booster Power-up and head back to the three lifts.

The easiest way to reach the third and highest glowing lift is to jump to the middle lift from the tall ledge to the right of the lifts (the one you had to do the



insane double jump to). Jump from the middle lift when the highest lift is at its lowest. Ride the highest lift to the platform with the blue blocks to the right.



SPECIAL ITEM: COMBO CHIP (LV.2)

Turn to the left, capture the blue block, and when the lift reaches the right platform again double jump up and smash the blue blocks on the top of the platform (on the right). Continue up to the platform and find the **Combo Chip (Lv.2)** at the end of the path.

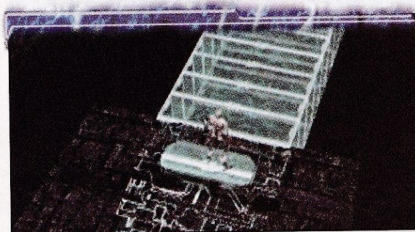


Return to the previous lift (the highest of the three) and double jump to the left when its midway in its route. Latch onto the edge of the transporter ledge to the left. The transporter takes you away from the tiers and into Area 9.



AREA 9

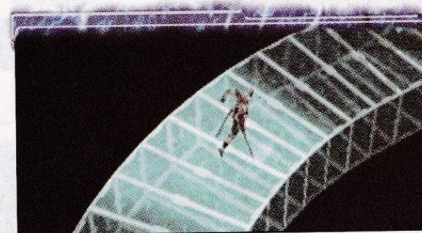
COMPUTER BUS 1



When you enter the next area you suddenly realize the Nano Tower is nothing more than a gigantic computer. Area 9 is a large, floating computer chip with

a translucent pathway leading to a larger chip (platform). Look closely to the left to find a Save Crystal. It's hard to see, as it blends into the lights emitting from the computer chip platform. Save your progress (it's your last chance before the end of the game) and step up to the edge of the platform while facing the translucent pathway.

Notice the wide sheet of light that intermediately passes through the translucent pathway. You must run on top of this 4-panel wide sheet of light



in order to reach the next platform. If you try walking on the pathway without the light under your feet you fall through the pathway and into the darkness below. If this happens (at any point between platforms) you start again at the first platform. Use the little window at the edge of the first platform to spot the light before it reaches the pathway. This gives you a heads-up when the light is about to cross the pathway.

It is possible to outrun the light causing you to step over the front edge and fall through the pathway. You can try to decrease your run speed by tilting less on the Left Control Stick, or you can run along the outside of the turns in the path to slightly slow down your progression. If you begin to lag behind, and the threat of falling off the back edge of the light is imminent, run to the inside of the turns in the pathway. This causes you to lag slightly with the speed of the moving lights. Try to stay in the middle of the light path to stay safe.

DOWNTOWN

PORT FACILITY

EAST STREET

SEWER

WEST STREET

POWER PLANT

SIDE QUEST

NANO MACHINE LAB

BACK TO PORT FACILITY

RUNWAY

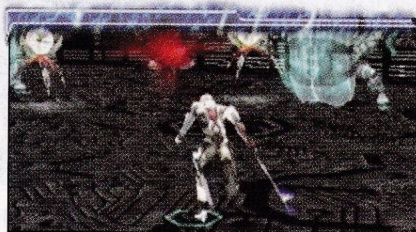
A PATH IS OPENED

RESEARCH LAB

NANO TOWER

BATTLE PLATFORM

A small chip platform is reached at the end of the first winding pathway. You can take a break here, or keep running to keep up with the original lights.



Continue across the next winding pathway to reach the large platform at the end. Step down onto the battle floor and three Double Shielders, two Brilliant Flowers, and a few Beetles materialize. Since the Double Shielders are relatively slow, so try to run up to the Beetles and take them out before they disappear and reappear somewhere else.



Once the Beetles are out of the picture you can start attacking the Brilliant Flowers. Keep moving to avoid the Double Shielders. Once the Brilliant Flowers

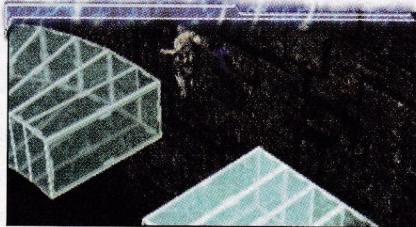
are dead you can work on removing the Double Shielders' shields. Destroy all of the enemies and a transporter appears. Step into it and you are teleported you to the next area.



AREA 10

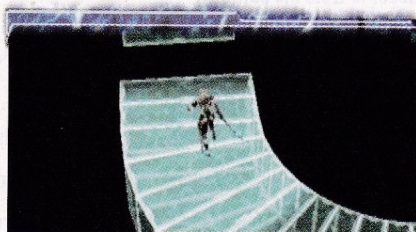
COMPUTER BUS 2

Area 10 is very similar to the previous area, except the translucent pathway challenge is much more difficult. Follow the light

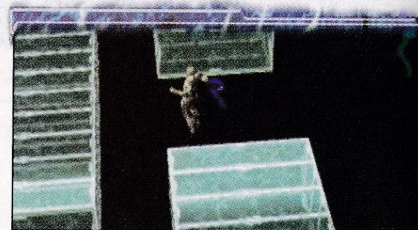


along the pathway and double jump the first gap. Staying in the middle of the light before and after the jump is key to continuing your progress along the pathway.

Perform another double jump over the next gap in the pathway and continue running to the next small platform where you'll find a **Health Power-up**.



The next section of pathways is difficult. You have to jump from the right platform to the left and then back to the next platform on the right while landing on and running with the light panels the entire time.



With each jump, run and jump to the middle of the translucent pathways to land in the middle of the light panels. The next platform is another large battle platform similar to the one in the previous area.

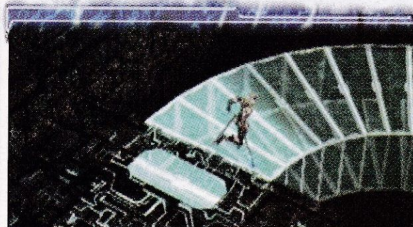
BATTLE PLATFORM

This bout involves two Rush Fatters, a single Tank Back, and a couple Brilliant Flowers. Since you can't use capture on any of these creatures don't bother with the Brilliant Flowers until the end of the battle. Take out the most dangerous enemy first, the Tank Back. Run around to its backside and use Thrust attacks to take it out quickly and safely. Defeat the remaining enemies and enter the transporter to Area 11.



AREA 11

COMPUTER BUS 3



Again, you are faced with a translucent pathway challenge. This challenge combines the challenges faced in the last two areas. Plus, the path is twice as

long. Running along the inside and outside of turns to adjust your speed has a much bigger impact on this long winding pathway.

Just past the second platform is a **Health Power-up** floating above a difficult pathway jump. Don't even try to jump to the power-up; this will cause problems. Jump just before the power-up and don't worry about picking it up unless you really need it. It's placed in a difficult position to pick up while still remaining on the pathway. Just ahead of the power-up is a very long and winding section. Stay focused and run in the middle of the lit path. Use inside and outside corners to speed up or slow down. The final Battle Platform lies just ahead.



BATTLE PLATFORM

The final Battle Platform is infested with White Soldiers and a large Big Hand. Use Capture Critical to thin the White Soldier numbers and then start in on the Big Hand. Avoid attacking the Big Hand head on. Try to stay behind it to avoid its boring hands.



Remember that this beast is two-in-one. Use capture to pull the legs out from under the beast and defeat them separately. Once the Big Hand is out of the picture, clean up the remaining White Soldiers and enter the transporter that appears in the middle of the floor.



CHAMBER SWITCH



Teleporting from the last battle chamber places you on a narrow platform with a multicolored glass cube floating near a floor of five dimmed light bulbs.

Beyond the floor lights is a doorway with a white sphere mounted in the middle. The white door and the white side of the multicolored glass cube (chamber switch) are aligned. Take the time to look around the room beyond your narrow platform. You are standing in a small square room with inaccessible doors on the walls, ceiling, and floor. Each door has a colored sphere that matches a color on the chamber switch (White, Purple, Green, Gold, Blue and Red).

Using a vertical attack on the chamber switch cube makes the cube spin vertically to the next side. The walls around you also spin in the same direction.



If you hit the switch cube with a horizontal attack the cube and the walls around you rotate horizontally.

SOLVING THE MULTI-ROOM PUZZLE

By striking the chamber switch vertically and horizontally you can align the doors on the walls with the end of your platform. Once a door is aligned with the end of the platform you can enter that room.



Inside each room (except the room with the white one) are various enemies you've fought before (no new enemies are introduced). Defeat the

enemies and a shaded cube matching the color of the door you entered appears at the back of the room. Strike this cube a few times and the exit on the opposite side of the room becomes accessible.

Exit the room back to the switch cube platform and you'll notice that the light on the floor representing the room color you just left lights up. This signifies that room's challenge has been met. You do not need to clear the rooms in a particular order. And, if you reenter a cleared room (like all rooms) the enemies will reappear.



The idea is to complete the challenge inside each room to make all the lights on the floor near the cube light up. When this happens a transporter appears inside the white room. Enter the white room, take the **Full Health and Booster Power-up** and then enter the transporter to be whisked away to the final boss battle.



DOWNTOWN

PORT FACILITY

EAST STREET

SEWER

WEST STREET

POWER PLANT

SIDE QUEST

NANO MACHINE LAB

BACK TO PORT FACILITY

RUNWAY

A PATH IS OPENED

RESEARCH LAB

NANO TOWER



AREA 12

FINAL BOSS ARENA



MAIN COMPUTER

BOSS BATTLE

Congratulations, you've made it to the final round.

Jake stands on top of the Nano Tower gazing at a hideously evil sight: an enormous humanoid



computer head hanging upside-down from a large disc in the sky. The following is an account of what the boss can dish out and how to counter the assaults:

THE LARGE MAIN COMPUTER

The large hanging head is the Main Computer. It is vulnerable to attack at anytime during the battle, but it takes much more damage when all the other threats in the area have been eliminated. The orange circle in the middle of the on-screen map represents the head. The head tries to *head-butt* you when you attempt an attack while other defenses are out (other defenses are: small hanging heads and satellite lasers). The head-butt is the single most damaging blow the boss can throw at you. So, it's advised to clear all the defenses before you attack it.



When all the boss's defenses are destroyed and just before it attempts a head-butt it starts to sway from side to side. This is enough time to take evasive action.

Roll backwards out of the way. The boss does not warn you before it attempts this same attack when defenses are present. There are two other attacks that are directly related to the actual computer head, they are: Skull Eyes and floor lasers.



SKULL EYE DEFENSE

When the battle begins the boss's eyes are filled with two Skull Eye weapons. They shoot long-range bolts of electricity. The Skull Eyes often leave the eye sockets



by themselves and hover around the battle arena searching for you. The easiest way to take them out is to capture them and slice them. In later levels they move more quickly away from you after being captured. This means you must perform a flawless Capture-counter. It is strongly advised that you pull the two satellites from the eye sockets and destroy them the moment the boss battle begins.

FLOOR LASERS



Another attack that originates from the eye sockets is the floor laser defense. This is an ongoing attack that only ceases when all other defenses

are destroyed. The lasers flow out of the eyes and enter the circuit board floor and travels through the lines in the floor. The lasers are easy to avoid, but become a nuisance when dealing with all the other defenses. Contact damage is low, but if ignored repeated floor laser attacks can amount to a lot of damage—damage you cannot afford.

THE DEFENDER

The only other defense the boss has is the multiple smaller computer heads that poke out of the large disc in the sky. The heads appear at random locations

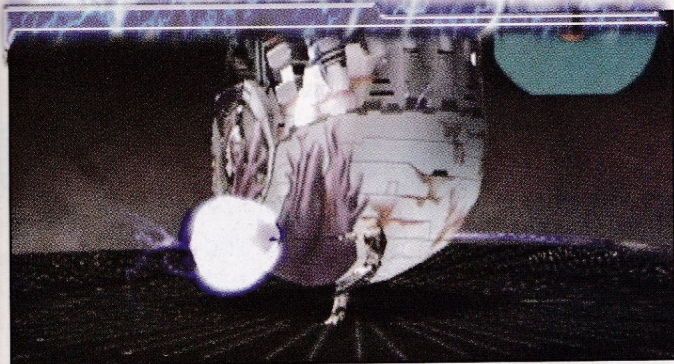
and only stay visible for a limited time before they pull back in and appear in a new location. The only damage the heads can inflict is contact damage received when you accidentally step in their green vomit.



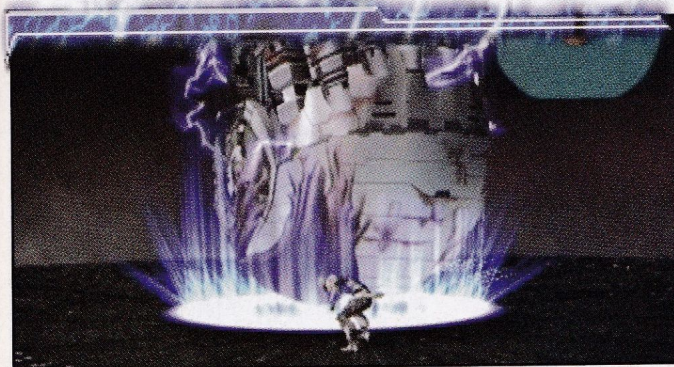
To damage the smaller heads, leap into the air and strike them with a vertical attack (Horizontal works but Vertical is less likely to miss). One hit and the head is toast. If there is goop below the head, stand at the edge of the spew, face the hanging head, leap into the air and strike it. When you come down you'll land in the same spot you jumped from, avoiding the gunk.

DEFEATING THE BOSS (STAGE I)

Once all the Skull Eyes and the small hanging heads are clear from the entire arena (no red dots on the on-screen map) you can safely approach the large main computer head in the middle of the arena. The most damaging moves to the boss are Thrust Spear Lv.4, Juggle Hammer Lv.1 or Vertical Attack Hammer Lv.4. Each rotation of the Hammer before it falls inflicts damage to the head!



Keep beating on the head until you see a red blip appear on the map or you actually see another head drop or satellite zip by. As soon as some form of defense arrives the boss attempts a head-butt. Roll out of the way and clear the defenses from the arena once again before you move in for another attack. Repeat until the head explodes and spills its living, snail-ish brain. Yuk!

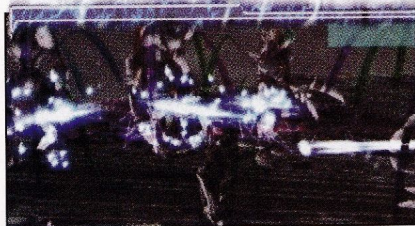


STAY FIT

The key to beating the final boss is to stay injury-free during both stages of the Main Computer boss fight. Okay, we spoiled it... there's one more boss fight after this one. If you lose more than 75% of your health during the main computer battle, you might as well give in and try it again. You'll never make it through the final boss fight otherwise. Although, you can recover a lot of Booster energy in the second stage of the main computer battle try to save your Booster energy regardless.

MAIN COMPUTER: STAGE II, THE BRAIN

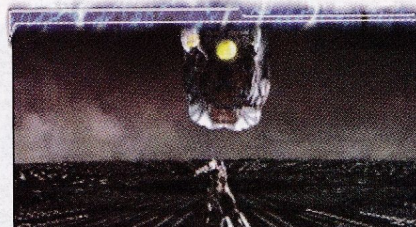
When the large computer head explodes it spills its slimy, snail-like brain onto the arena floor. Beat on it with hard-hitting combos as it slowly crawls away. When it starts to take serious damage it begins to bleed. Stay away from the puddles of toxic orange blood trailing behind the brain. This stuff causes contact damage. Always try to hit the boss from the side or the front. The actual brain can cause you no harm.



When the boss loses about 75% of its health White Soldiers materialize out of the dark red pools of blood. Continue to concentrate all your attacks on the brain while keeping the new enemies at blade's length. Use a similar strategy as you use when you defeat Brilliant Flowers. Since the arena is so large and the brain is continually moving the White Soldiers can easily get behind you. When this happens, stop beating your brain and take care of the main threat.

Again, you need to keep as much of your health as possible because you have one more battle to go.

When you completely beat the life out of the brain a small glowing yellow sphere remains and a lengthy cinematic begins.



DOWNTOWN

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POWER PLANT

SIDE QUEST

NANO MACHINE LAB

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RUNWAY

A PATH IS OPENED

RESEARCH LAB

NANO TOWER

GENERAL RAYMOND

FINAL BOSS BATTLE

General Raymond appears holding Michelle at gunpoint. He expresses how impressed he was that you took out Keith with his final limiter removed.



It turns out that the General has been trying to replace cyborgs—like Jake and Keith—with Orgamechs. The General plans to rule the world with the Orgamechs now under his control.

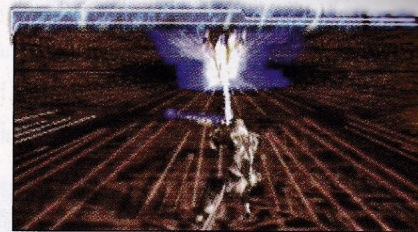


General Raymond casts himself against the glowing orange sphere (the remains of the brain) and the two become a single new entity. The General is now an Orgamech.



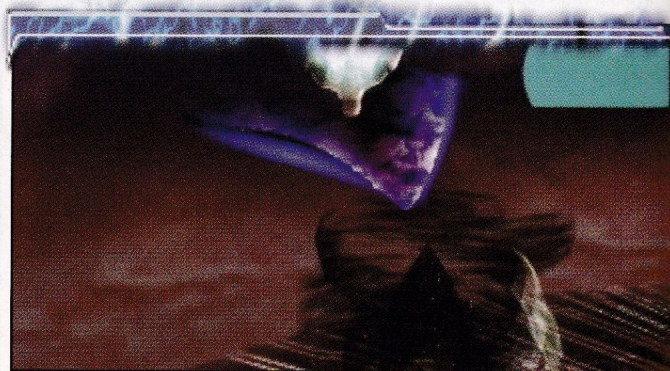
THE ORGAMECH GENERAL RAYMOND

You'll be happy to know that the Orgamech "General Raymond" is not as difficult to defeat as the last incarnation of Keith was. Don't get too excited, the final boss is tough, but luckily not impossible to beat.



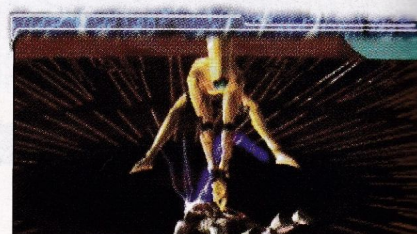
UP IN SMOKE

General Raymond has the ability to go up in a puff of smoke, roll into a ball and zip across the arena at blinding speeds. This attack, although impressive does little damage. The best way to avoid this attack is to leap into the air and glide away in another direction.



KICKS & PUNCHES

This is the most physical boss you've fought in the game. Most bosses relied on weapons and Boosters, this boss likes to get face-to-face and kick you around, or pound you into the ground with a double fist low punch. The best way to avoid these attacks is to jump and glide away whenever the boss approaches you.



You do have to get close to the boss to damage him, but the boss rarely tries to punch and kick just after you capture him. As soon as you attack after a capture, jump and glide away to avoid the repercussions.

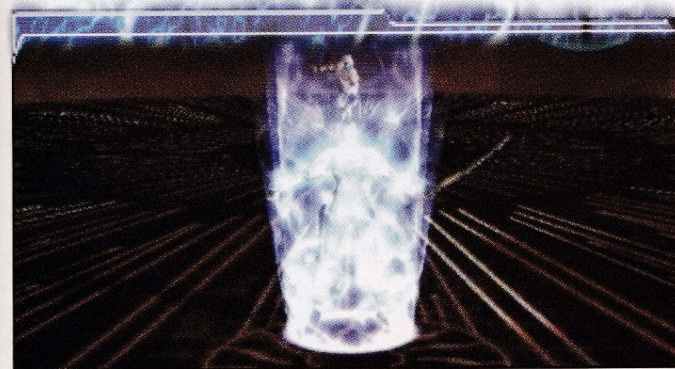
OUT OF BOUNDS

What makes the battle with General Raymond so tough is his blinding speed and his ability to escape the battle. Raymond often zips off the arena floor and floats off in the distance where you cannot always reach. When this happens, use capture. If it fails use it again and again until the plasma blade hooks the boss and pulls him in. Capture-counter is a very damaging move. If you miss the finishing move after the capture, substitute it with the Thrust move that is so powerful: $\square + \blacksquare$ (x3). Although this move doesn't always knock the boss back it does damage him with every blow.



CHOICE BOOSTERS

Using Status Boost or Speed Up is advised. Other Boosters are all but useless in this battle.



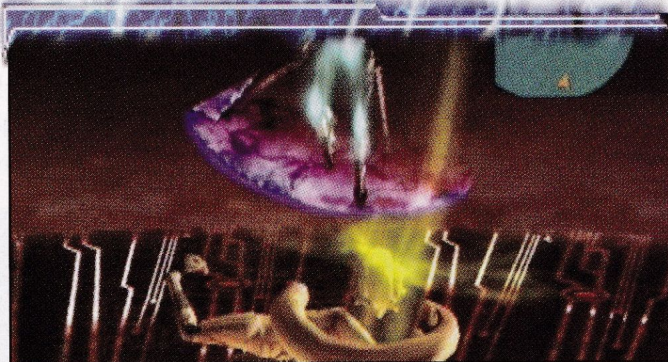
SPLIT PERSONALITY

When you knock General Raymond's health down to the halfway mark he breaks out a new trick: four General Raymond clones appear in the arena



along with the original. The only way to find the real General Raymond is to start attacking any Raymond you see. Only the real General Raymond will register damage on the health gauge at the bottom of the screen. One Thrust Attack will prove who is real and who is not. The fake Generals ball up into a puff of yellow smoke after being hit.

Keep an eye on the on-screen map to track the positions of the clones. They appear as orange arrows on the map. They tend to team up on you when you try to single out any one General. So you must attack quickly and then jump up and glide away. Try a Thrust Attack to reach the Generals when they float just off the edge of the arena. The extended Spear transformation will reach and do damage.



SHOOTING CLONES

Another of the boss's move occurs late in the battle when the boss is down below 35% health and the clones appear once again. The Generals will float just beyond the arena floor and shoot white plasma balls. The smartest way to avoid this attack is to keep moving, keep jumping, and glide often. Blocking with the shield only works if you are sure you're in a position where you won't be shot in the back.



Single out the real General once the clones move onto the battle ground one last time. Again, be sure to jump and glide away just after attacking to avoid an ambush. Once the real boss is discovered unleash your best combos. Hammer him into the ground!



DOWNTOWN

PORT FACILITY

EAST STREET

SEWER

WEST STREET

POWER PLANT

SIDE QUEST

NANO MACHINE LAB

BACK TO PORT FACILITY

RUNWAY

A PATH IS OPENED

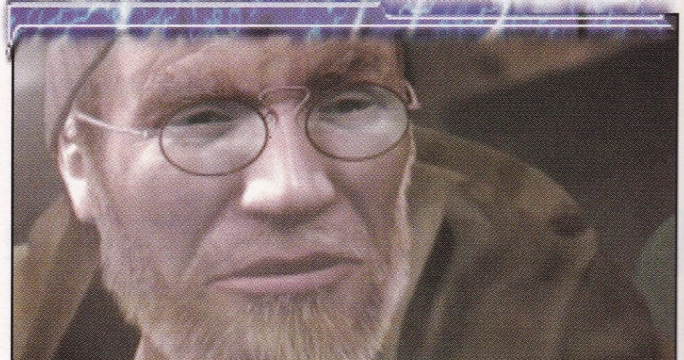
RESEARCH LAB

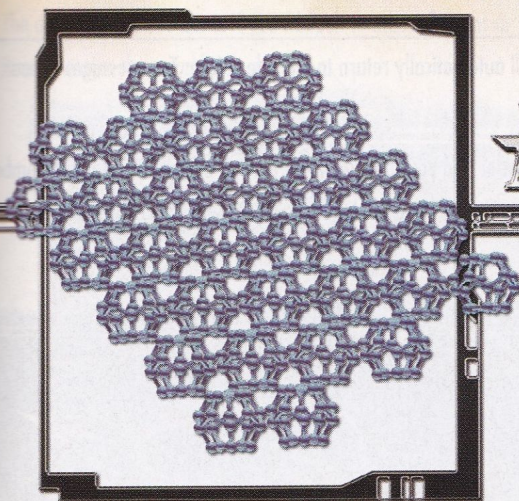
NANO TOWER



THE END

We don't want to spoil the ending but here are a few choice scenes. Nice job you Genocide Hero! See the Extras chapter (the following pages) to see what you have unlocked and what you can unlock by continuing to play. Make sure to save your *clear data*.





EXTRAS

EXTRAS



CLEARING THE GAME

When you beat General Raymond (the final boss) and the credits roll, make sure to look for the "E3 2004 Splatter Mode Rankings." This is pretty cool. Konami has placed some showroom floor passersby's high rankings into the credits.

E3 2004 SPLATTER MODE RANKING

| | |
|-------------|----------|
| 1. GC SCOTT | 60082.61 |
| 2. CHARLES | 59901.06 |
| 3. CPF | 58113.74 |
| 4. PWYELL | 57193.13 |

Load Data

| | | |
|-----------------------|----------------|------------|
| 02. The Main Computer | | 2004/12/15 |
| Save point | Inside N.Tower | 14:52 |
| Game mode | NORMAL/Jake | |
| Play time | 11:30:57 | |
| 03. Cleared Data | | 2004/12/17 |
| Save point | New game | 02:44 |
| Game mode | NORMAL/Jake | |
| Play time | 12:13:21 | Clears 1 |

04. Empty

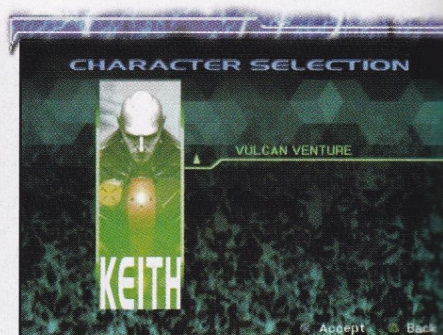
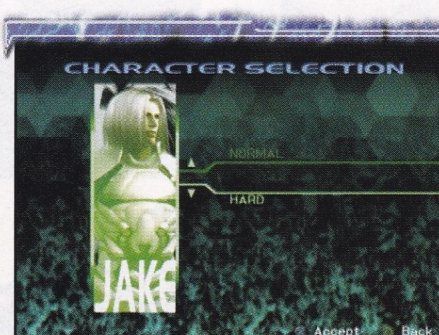
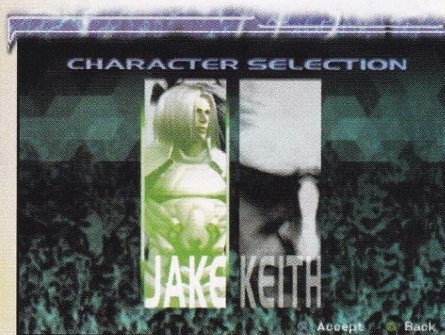
MEMORY CARD slot 1



NEW MODES

When the credits finish rolling you're prompted to save your clear data. Save your progress and you'll automatically return to the Title screen. Two messages appear: "Keith now playable!" and "Splatter Mode unlocked."

When you complete the game the first time you unlock Splatter Mode, Keith becomes a playable character and you can **Continue** playing as Jake—retaining Combo Chips and Boosters from the previous game—. Plus, you can start a **New Game** and choose either Normal or Hard modes for Jake. Or, you can choose to play as Keith in Vulcan Venture.



CONTINUING AS JAKE

When you load Jake's clear data to **Continue**, Jake begins the game with all the Boosters and Combo Chips collected during the previous play through. The game is same as the last time except there are no Booster or Combo Chips (the glowing cubes are gone).





The only exception to this is if you happen to miss a Booster or Combo Chip the first time through. Having all the Combo Chips and Boosters early in the game makes it much easier the second time around.

EXTRAS

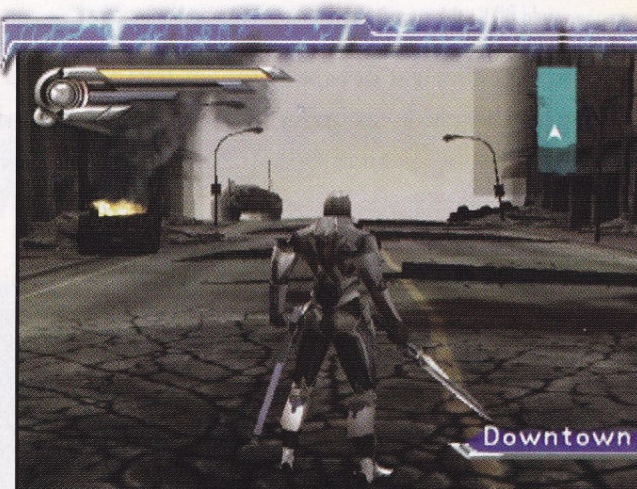
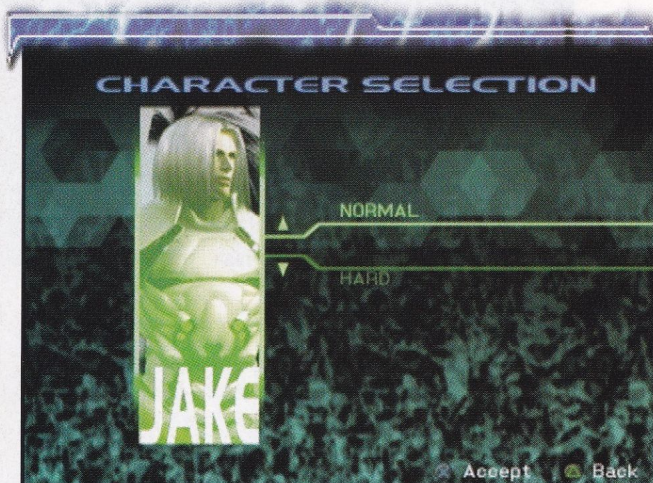


NEW GAME: JAKE

When you turn on the PlayStation 2 make sure to have your clear data on the memory card in memory card slot 1. This loads the clear data and all your presets. If you have two memory cards in the PlayStation and your clear data is on the card in the second slot, your clear data will not auto load when the system is powered up. Press the START button while on the Title Screen and choose New Game. You can select between Jake and Keith. Choose Jake and then choose Normal or Hard mode.

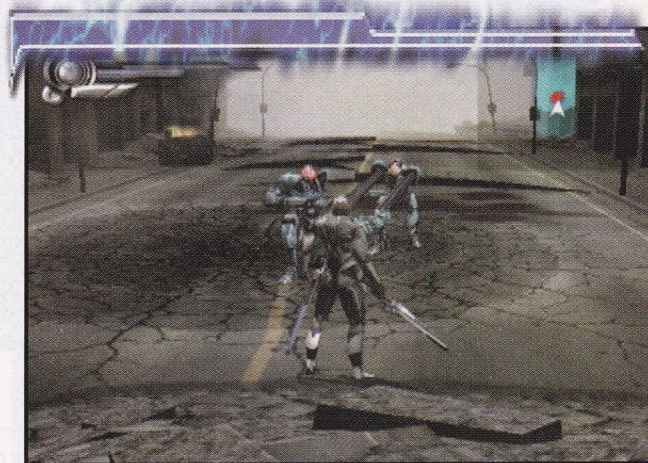
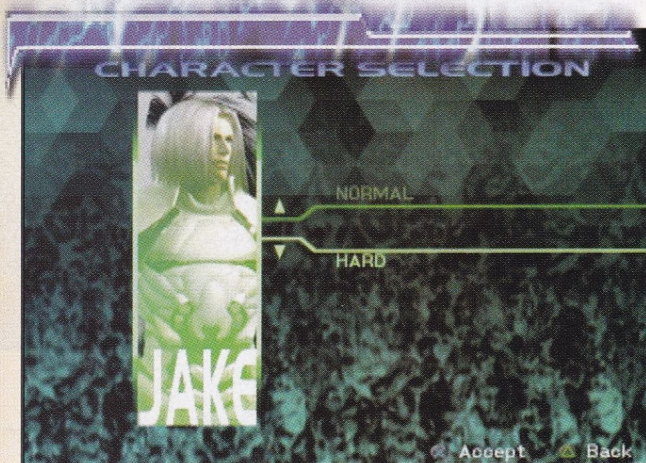
JAKE: NORMAL MODE

The new game with Jake in Normal mode is just like the starting a game with a fresh save; you begin with no Boosters and no Combo Chips. The game plays out just as it did the first time you played.



JAKE: HARD MODE

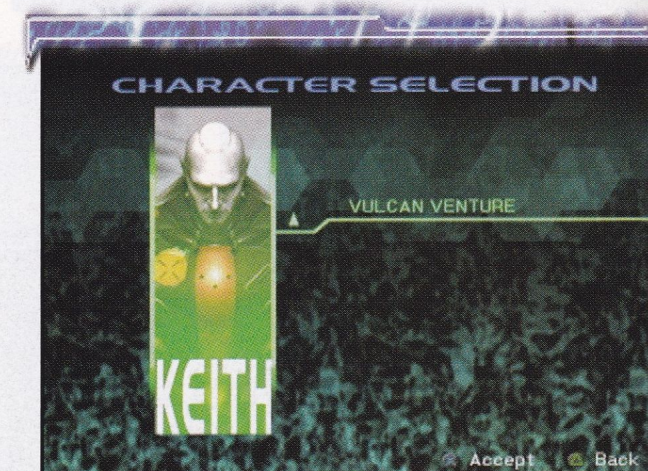
Jake in Hard mode plays out as is does in Normal mode—you start without Boosters or Combo Chips. However, in Hard mode the enemies are tougher and have enhanced abilities. For example: the Soldier can extend their arms about 8 feet in front of them for a powerful punch! To counter this you have to stay at a safe distance away from them and use more Capture-counter moves to take them out safely.



KEITH: VULCAN VENTURE

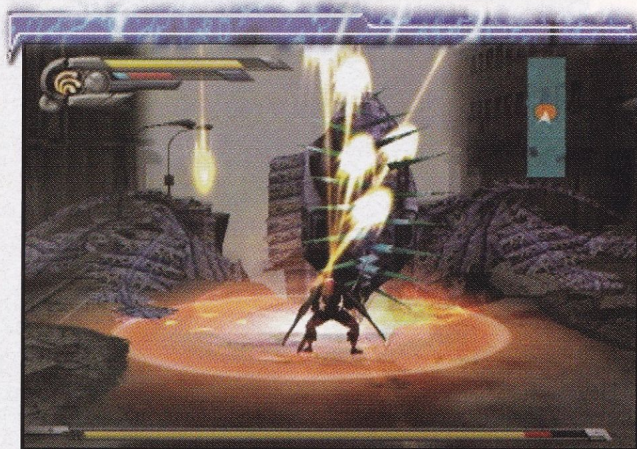
Playing as Keith makes the entire game extremely easy. You could probably beat the game in a quarter of the time it took you to beat it as Jake. The reason: all of Keith's attacks are more powerful than Jake's and Keith's Boosters are more potent and versatile. Keith's booster gauge fills much more quickly than Jake's; the same amount of oil it would take for Jake to fill half his booster gauge would fill Keith's completely.

Keith has two Boosters: Laser Shower and Gatling Gun. These run on Booster energy just like any other Booster but they don't use a set amount. Press and hold **R2** + **○** until you want to stop the attack. You can use all of your Booster energy at once, or just a little and save some for later.





Bosses are much easier to defeat using Keith's Boosters and he has these Boosters from the beginning of the game! Experiment on each boss with both Boosters and see what works best. Hint: use Laser Shower while standing on top of the Tank boss! You'll have him licked in seconds!

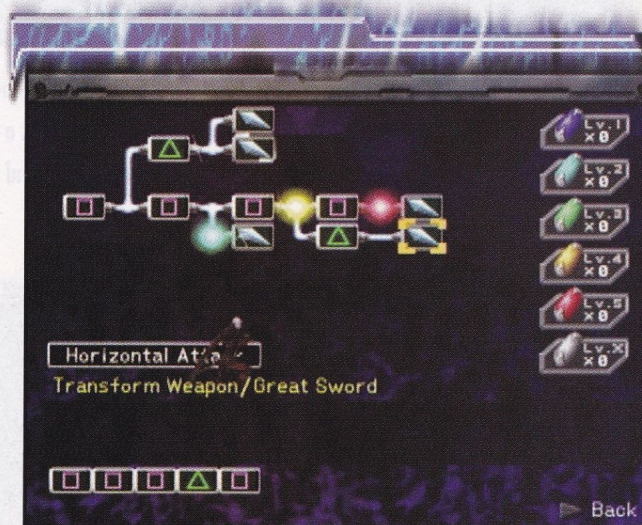
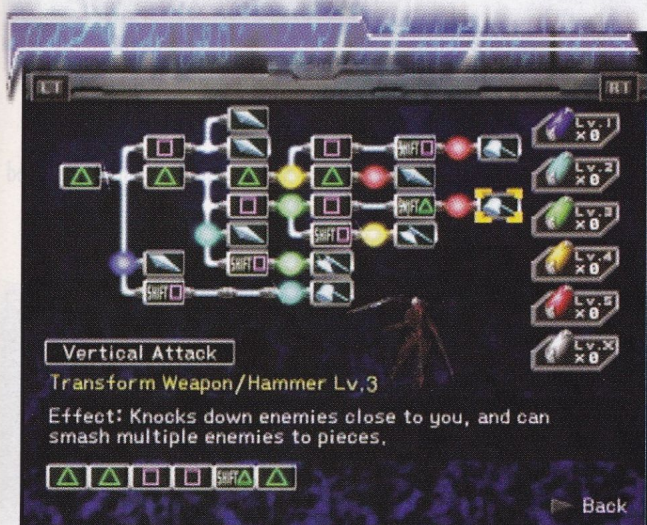


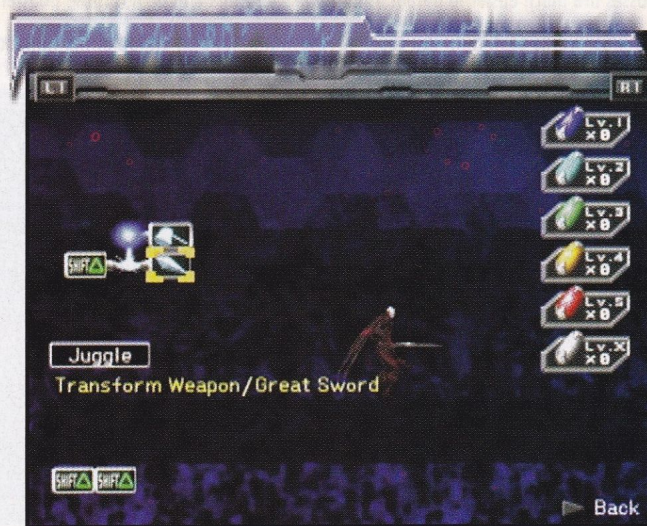
EXTRAS



No glowing cubes with Boosters or Combo Chip inside are in this adventure, since Keith already has the only two Boosters that he's allowed to have and has all his Combo slots filled. Keith also starts the game with his two Boosters in his possession.

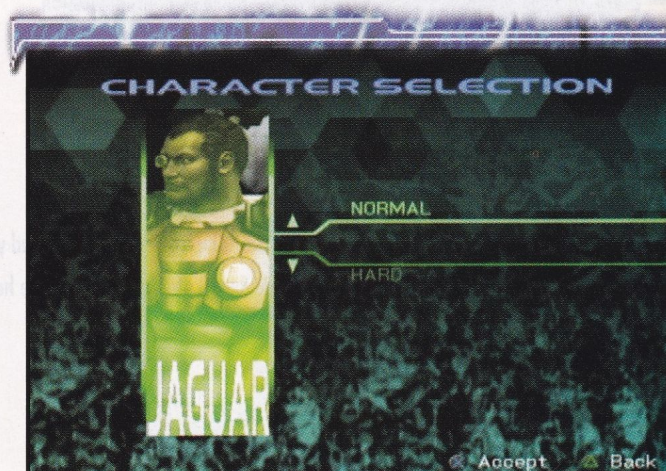
He also has almost all the same combos as Jake. Check out the Combo menu and you'll find the following: Keith has all the Vertical Attacks Jake has. However, Keith lacks Horizontal Attacks. He has 5 Horizontal Great Sword attacks whereas Jake has Scythe attacks. And he only has two basic Thrust Attacks and he lacks Juggle Boomerang. But Keith does have all his chips. Take that, Jake!





JAGUAR

Complete the game using Keith and you unlock Jaguar. Jaguar is a completely new character (he's not even in the story) he is from the Konami hit Neo Contra.



Jaguar is faster than Jake and Keith—on foot and attack speed. Jaguar's attacks are twice as powerful as Keith's. And Capture-counters seem easier to pull off. Jaguar also has access to all the combos that Jake has. However, Jaguar has a very small Life Gauge. This makes the beginning of the game very difficult. Try running in and out of the same areas to defeat the same Orgamechs over and over to get "Life Gauge Max +" bonuses until you have adequate health to withstand a few knocks from a boss.



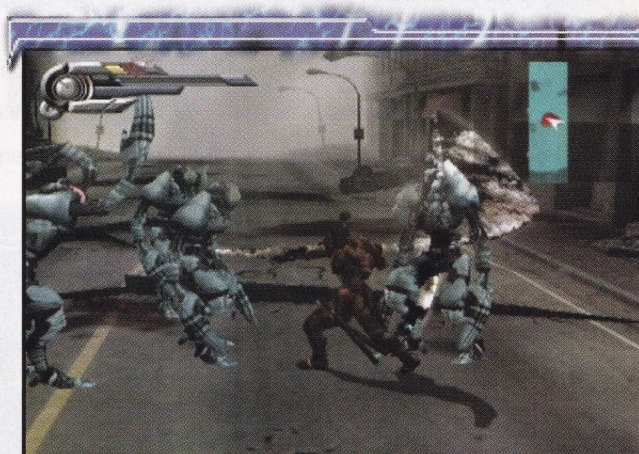
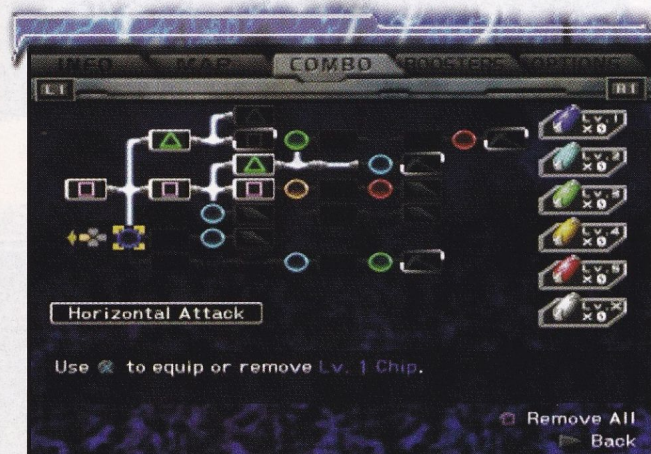


There are two Jaguar game play modes, Normal and Hard. In normal Mode the game plays out just as it would the first time you played as Jake. But there are differences in characters, and those differences are mentioned above. These variations are enough to make it an all-new challenge.



EXTRAS

Jaguar's Hard mode is similar to Jake's; some enemies have enhanced abilities. This Hard mode is tougher than Jake's in the beginning stages because of Jaguar's low Life Gauge, but once you fix that with Life Gauge Max + bonuses it gets easier. Again, Jaguar is the most powerful playable character in the game.

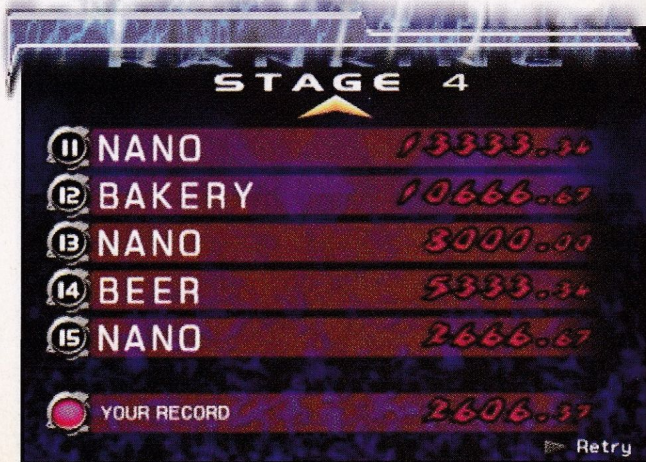


SPLATTER MODE

Splatter Mode is unlocked when you complete the game for the first time. It is found on the Start screen between Movie Viewer and Continue. The first time you enter Splatter Mode a black and red screen appears. This screen explains the premise of the new mode. In this mode you compete to make the most oil spew forth when defeating enemies. Make the rankings by using weapon transformation combos, this allows you to earn as much oil as possible. Each Splatter Mode stage has a time limit. If you don't meet the particular challenge within the time limit you fail.



There are 11 Stages. Each stage has a certain number of enemies or a certain point you must reach or a boss you must kill within a time limit to pass the stage and advance to the next. As long as you pass the stage in the top 15 rankings you will move onto the next stage. If you want to zip through, check out the lowest rank after failing a stage and then make sure you do just enough to beat that score the next time you try the stage to advance to the following stage.



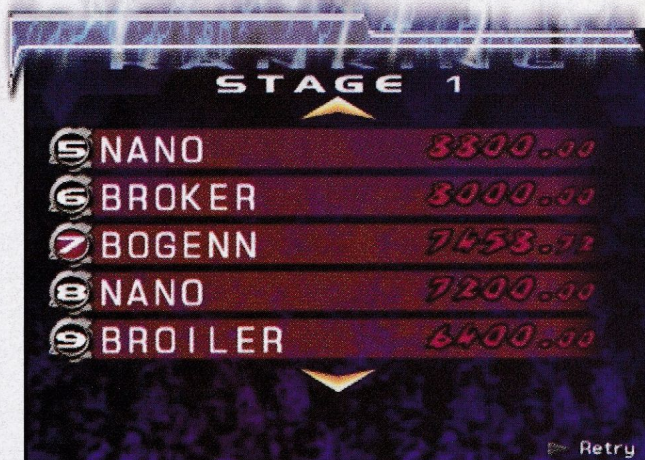
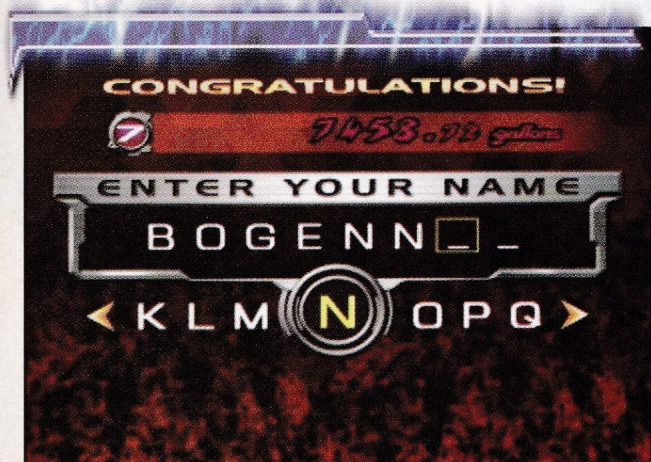


You will revisit old haunts and see some new places, like the first stage where you fight out in space! Jake is the only player in Splatter Mode and he has access to all the combos and boosters he had in the normal game. The only thing he cannot use is **Glide**.

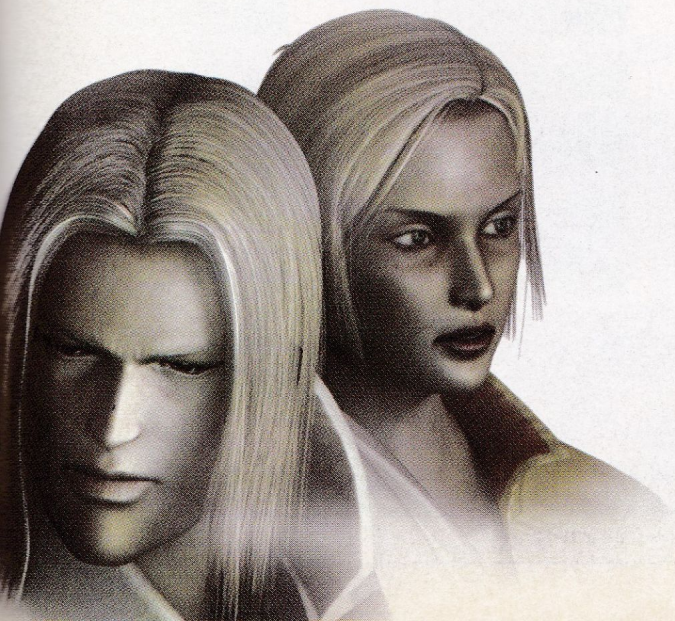
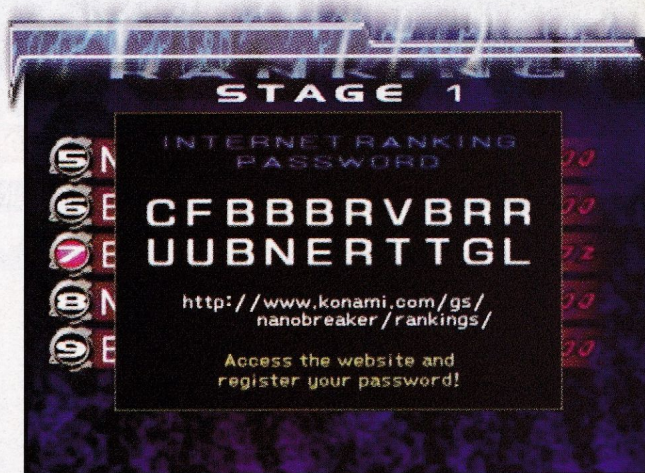
EXTRAS

INTERNET RANKING PASSWORD

After completing a challenge you have the opportunity to enter your name into the rankings list. Press the Triangle button while on the ranking screen after entering your name. An Internet Ranking screen appears. The screen displays an alphabetic password. Following the password is the following website address: <http://www.konami.com/gs/nanobreaker/rankings/>



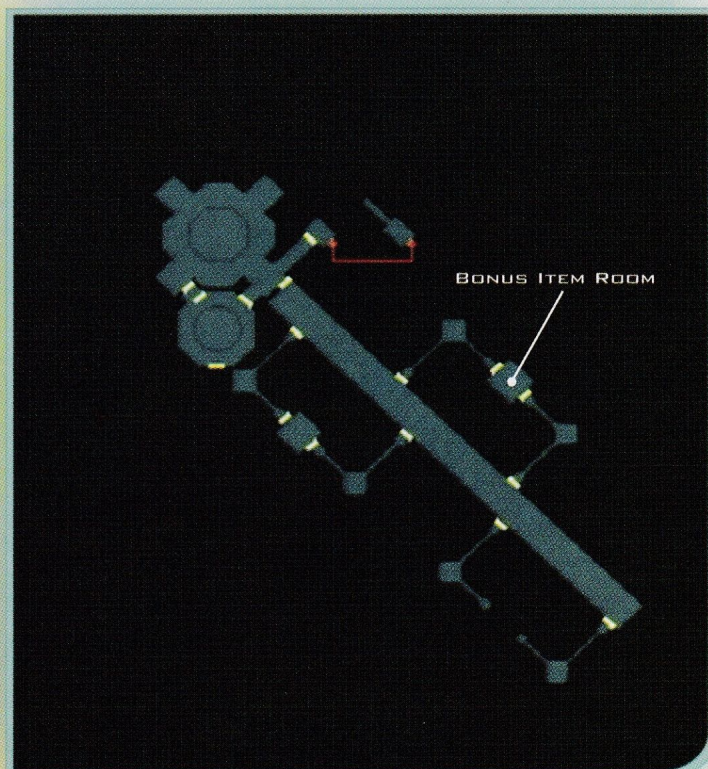
Enter your password at the website. Your rank is encoded into the alphabetic password and entered into the website's ranking list. This allows you to see how you stand against other Nanobreaker fans. Good luck!



BONUS ITEMS

HIDDEN ITEM SEWER ROOM

Remember one of those curiously empty rooms in the sewer, well there's actually something to be had there if you've fulfilled some of the stat requirements! After fulfilling each condition on the chart below, go to the small room (see map) in the underground sewer to obtain the unlocked item. If the player character is Jake or Jaguar, all the items are the same, but in the case of Keith, some of the items are different.



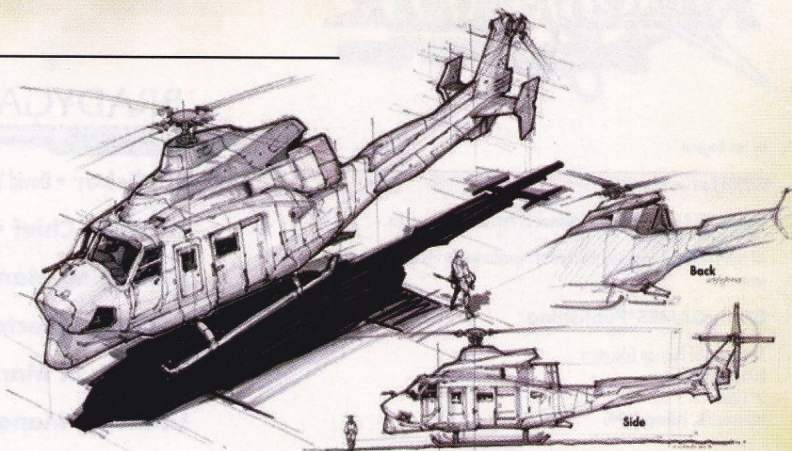
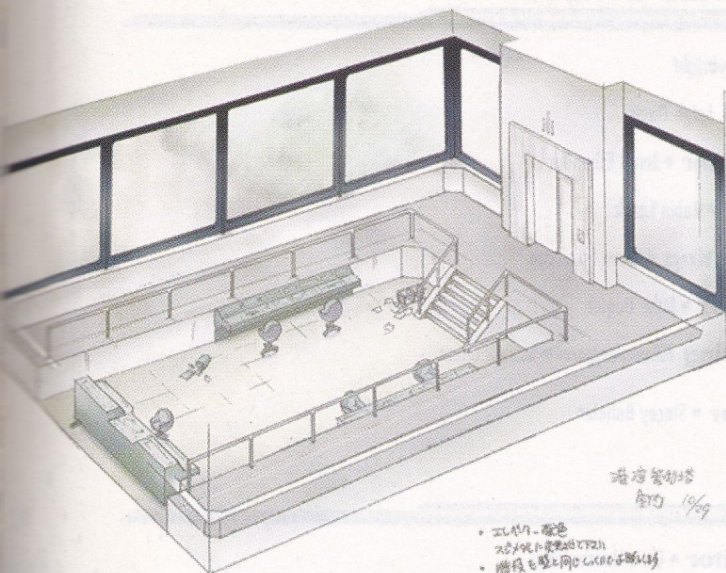
SEWER HIDDEN ITEM ROOM

| ITEM | # OF DEFEATED ENEMIES | # OF ENEMIES SLICED VERTICALLY | # OF ENEMIES SLICED HORIZONTALLY | # OF SMASHED ENEMIES |
|--------------------------------------|-----------------------|--------------------------------|----------------------------------|----------------------|
| Lv.1 Chip | 500 | - | - | - |
| Lv.2 Chip | - | - | 100 | - |
| Lv.3 Chip | - | 100 | - | - |
| Lv.4 Chip | - | - | - | 150 |
| Lv.5 Chip | - | 500 | - | - |
| Lv.5 Chip | - | - | 500 | - |
| Lv.5 Chip | - | - | - | 300 |
| Jaguar unlock | 2000 | - | - | - |
| All Items Radar Display | - | - | - | 200 |
| Splatter Mode unlocked | 1000 | - | - | - |
| Stage 10 "Suika Island II" Unlocked | - | 300 | - | - |
| Stage 11 "Suika Island III" Unlocked | 1500 | - | - | - |
| The Milky Way 2 unlocked | - | - | 300 | - |

KEITH STAMINA/GAUGE ALL HEAL

If you are using Keith when you compete in the sewer battle arena you earn a Stamina/Gauge All Heal instead of the Combo Chip Ultra.

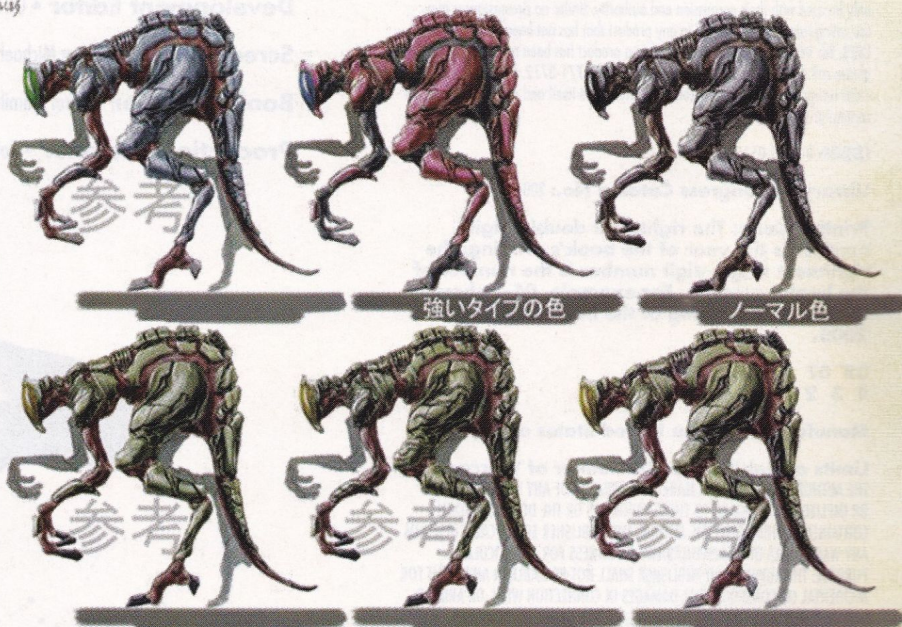
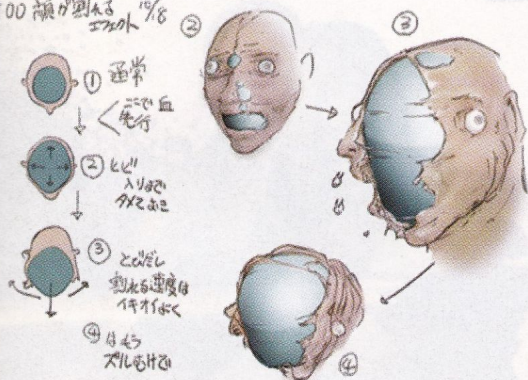
CONCEPTS



海軍基地塔
1/100

- ・エリプス - 藍色
- ・スラム・スラム・スラム
- ・階段も壁も同じスラム・スラム・スラム

5400 顔が割れる 1/8



強いタイプの色

ノーマル色



1/100



by Tim Bogenn

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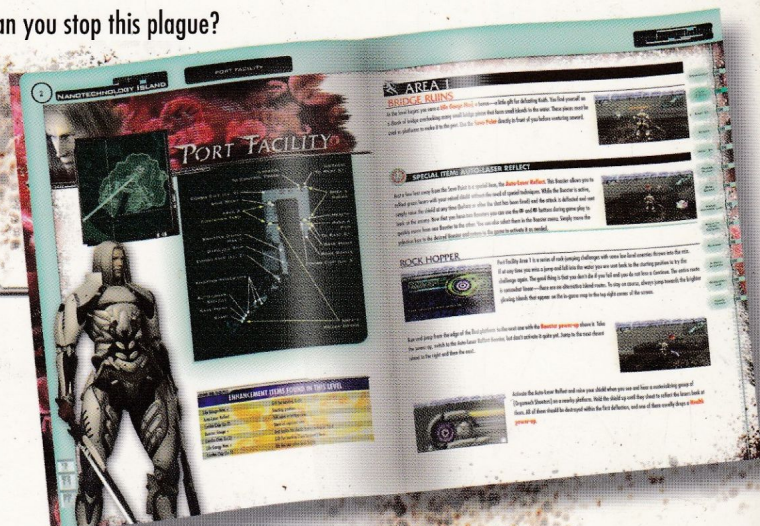
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